

THE LOST VAULTS 2

THE SECOND LIST OF MAGIC ITEMS CONVERTED FROM THE 4TH EDITION OF D&D TO THE 5TH.

MALCER HELDER,

I AM SURPRISED TO HEAR MY DISCOVERIES OF THE LOST VAULT HAVE REACHED THE EARS OF THE RED COURT! I AM, OF COURSE, HUMBLD TO RECEIVE SUCH PRAISE FORM ONE OF THE FOREMOST ARCANE SCHOLAR IN ALL OF SOUROS. I AM HAPPY TO SHARE MY FINDING THUS FAR WITH ONE SUCH AS YOURSELF. THE PAST COUPLE OF MONTHS HAVE REVEALED EVEN FURTHER FINDS AND ITEMS THAT I AM SURE THAT WOULD BE A BENEFIT TO THE RED COURT, AS WELL AS THE REST OF ALERA. I HAVE NO INTENTIONS OF PREVENTING ACCESS TO MY FINDINGS, SO LONG AS THEY OFFER NO THREAT TO THE REST OF ALERA. BELOW IS A CURRENT LISTING OF THE ITEMS WE HAVE FOUND THUS FAR, ALONG WITH SOME SKETCHES AND PERSONAL NOTES. LET ME KNOW IF ANYTHING PEAKS YOUR INTEREST.

YOUR FRIEND,

-SCRIBE, KENKU MAGE

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THE LOST VAULTS 2



he endless Lost Vaults have more to give! More converted items from 4th edition have been brought into the 5th for players and DMs alike. Only again, some of the items only have certain uses, there is a little bit for everyone. Enjoy!

SCRIBE'S NOTES

Once again, I am here in order to provide further insight to the items found within the Lost Vaults. These vaults seem to be nearly endless, so I am sure there is much more to be found

ENCHANTED EQUIPMENT

Similar to the first Lost Vaults, magic items will not be listed with an enchantment bonus on the items themselves. I will leave this up to the DM to decide. Some items will list a feature that can add their enchantment bonus to certain features. This is the +1, +2, or +3 that is added by the DM.

ENCHANTMENT BONUS SUGGESTIONS

When adding an enchantment bonus to a magic item, keep in mind that it can increase the rarity of that item.

Levels Bonus to AC / Damage/ Attack

1 - 6 +1

7 - 14 +2

15 - 20 +3

MAGIC ARMORS

ARMOR OF AEGIS EXPANSION

Armor (any light armor), uncommon (requires attunement)

This armor is enchanted with a magical force that can be used in order to help deflect area attacks. Once per day while wearing this armor, you can use a reaction when you or an allied creature within 10 feet of you take damage from a spell affecting an area rather than a single target, causing the magical force of the armor to flare up. Reduce the damage by 1d4 + the armor's enchantment bonus.

ARMOR OF DARK DEEDS

Armor (leather or hide), very rare (requires attunement)

The dark colors of this armor actually come from the shadows that it pulls from its wearer. While wearing this armor, whenever you would have advantage on a creature for attack rolls, that creature has disadvantage on Wisdom (Perception) checks made to spot you while hiding until the end of their next turn.

ARMOR OF ENDURING HEALTH

Armor (any medium armor), legendary (requires attunement by a fighter)

Legends surrounding this armor tell of a warrior who would continue to fight despite their wounds. While wearing this armor, you gain the use of an additional 2 Second Wind features. Once you have expended the use of all 3 Second Winds, you must finish a short or long rest before you can use it again.

ARMOR OF SHARED HEALTH

Armor (chainmail), artifact (requires attunement by a spellcaster)

Subtle runes cover this golden chainmail that glow with a restorative light when healing spells are cast. This armor was once worn by a battle medic of legends. While wearing this armor, whenever you cast a spell that restores hit points for an allied creature, you regain half the amount of hit points regained by the ally. Whenever you regain hit points from an allied creature's spell or effects, the allied creature regains hit points equal to half of the regained hit point amount. (Round down for all regained hit points)



ARMOR OF SHARED VALOR

Armor (any light or medium armor), very rare (requires attunement by bard)

The enchantments of this armor allow you to feel the empowerment of your inspiration shared by your colleagues. 3 times per day while wearing this armor, whenever you use your Bardic Inspiration on a friendly creature, you gain a +1d6 bonus to the next ability check, attack roll, or saving throw you make within the next 10 minutes.

ARMOR OF SUDDEN RECOVERY

Armor (any light armor), uncommon

This supple armor has the ability to help you recover from conditions that afflict you. Once per day while wearing this armor, you can add a 1d4 bonus to a saving throw to end a condition that requires a save at the end of your turn.

BASTION ARMOR

Armor (scale mail or plate), rare (requires attunement)

This armor is rather blocky in design, giving away the dwarven nature of its enchantments and craft. Twice per day while wearing this armor, you can use a reaction to grant a +1 bonus to the AC of a creature within 5 feet of you.

BLACKFLOCK ROBE

Wondrous item, rare (requires attunement)

A tattered robe made of black feathers and allows you to transform to escape further harm. Once per day while wearing this robe, you can use a reaction after taking damage from an attack to turn into a flock of ravens. You can immediately fly up to 30 feet away, and don't take any opportunity attacks while moving in this form. You revert back to your normal form at the end of your movement from this feature.

SCRIBE'S NOTES

Useful for an escape. I would remiss to not note my jealousy of ravens for their flight.

CORUSCATING ARMOR

Armor (scale mail or plate), uncommon (requires attunement)

This steel armor is magically enchanted to increase its shininess to the point of being distracting. Once per day while wearing this armor, you can use a bonus action to cause the armor to shimmer until the end of your next turn. While this is active, you don't provoke opportunity attacks and can't be grabbed. This feature does not end any grab you are currently under. Creatures must rely on sight to be affected by this feature.

COUNTERSTRIKE ARMOR

Armor (any light armor), rare (requires attunement)

This armor has been warded to punish any foe that strikes you first. Twice per day while wearing this armor, the first creature that damages you with a melee attack in an encounter must make a DC 15 Dexterity saving throw. On a failed save, they take 2d6 force damage.

DAZZLING PLATE

Armor (plate), uncommon (requires attunement)

This polished mithral plate mail is often worn by paladins of Pelor due to its glimmering nature and resistances against negative influences. While wearing this armor, you gain a +1d4 bonus for saving throws made to resist being frightened or charmed.

DEATH'S BRINK ARMOR

Armor (scale mail or plate), very rare (requires attunement)

Displaying the symbol of an outstretched hand, this dark colored armor is enchanted to keep its wearer alive longer. While wearing this armor, you require 4 failed death saving throws in order to die. Once per day while wearing this armor, you can add +1d6 to a death saving throw.

DEMONSCALE

Armor (scale mail), rare (requires attunement)

This armor is formed from scale carved or pulled from a demon, giving it good resistance but a terrifying appearance. Once per day while wearing this armor, whenever you are hit with an attack that does acid, cold, fire, or lightning damage, as a reaction you can choose to gain resistance to that damage type for 1 minute. You gain a +1d4 bonus to Charisma (Intimidation) checks made while wearing this armor.

FORMIDABLE ARMOR

Armor (any medium armor), very rare (requires attunement)

This armor's glyphs can be used in order to soften the blow of even the greatest of strikes against you. Once per day while wearing this armor, when you take damage from an attack that isn't a critical hit, you can reduce the damage taken to the minimum amount possible, by reducing all damage dice rolls to 1 per dice rolled.

GALLANT ARMOR

Armor (any heavy armor), legendary (requires attunement by a paladin)

This legendary armor was worn by a selfless paladin who never fell in battle. While wearing this armor whenever you use your Lay on Hands feature, you regain 3 hit points for every 3 hit points you heal an allied creature with this feature. Once per day, you can expend a 4th level spell slot in order to regain all expended uses of your Lay on Hands feature.



GAMBIT ARMOR

Armor (any light armor), very rare

This armor was crafted for those who prefer chance to guide their strikes rather than skill, risking your own life for the ability to end your opponents. While wearing this armor, whenever a creature hits you with a critical hit, you can score a critical hit on that creature with a roll of 17-20 until the end of your next turn. Once per day while wearing this armor, you can forgo skill to have chance take over. For the next minute, all attacks against you have advantage, and all attack rolls you make have advantage.

SCRIBE'S NOTES

Ah yes, another Gambit enchantment. You must be fairly confident in your luck if you are reckless enough to trust in this armor.

GAMBLER'S SUIT

Armor (leather), rare (requires attunement)

This stylish leather suit allows you play with luck somewhat. Twice per day while wearing this armor, you can use a reaction while being attacked to shift your fates around somewhat. You can choose to suffer a -2 penalty to your AC until the end of your next turn to increase your next saving throws by +2 until the end of your next turn, or vice versa.

GENASI SOUL ARMOR

Armor (any light armor), uncommon (requires attunement)

This armor is charged with elemental energy and grants the wearer powers similar to that of a Genasi. This armor comes in 4 different versions, one for each of the elemental planes; Earth, Fire, Wind, and Water. Once per day while wearing this armor, you can cast the following spell without components based on the armor you are wearing:

Fire: *Burning hands* (save DC 14)

Water: *Create or Destroy Water* at 2nd level

Wind: *Levitate* (save DC 14)

Earth: *Pass without a trace*

GREAT CAT ARMOR

Armor (hide), legendary (requires attunement)

Wearing this sleek hide armor allows the wearer to move with the grace and power of a jaguar. While wearing this armor, your walking speed is increased by 15 feet, your jump distance is doubled, you gain advantage on Strength (Athletics) checks made to climb, and Dexterity (Acrobatics) checks made to jump and land.

HEALERS ARMOR

Armor (any medium or heavy armor), uncommon (requires attunement by a spell caster)

This armor sports a well made design and is enchanted to boost the effects of your healing spells. While wearing this armor, whenever you cast a spell that restores hit points, increase the amount of hit points healed by +1 per dice rolled.

HERO'S ARMOR

Armor (chain shirt), uncommon (requires attunement by a fighter)

This well kept and clean chain shirt is often talked about in stories of knights and warriors who bravely charged into the fray. While wearing this chain shirt, whenever you use an action surge, add +1 to your AC and saving throws until the end of your next turn.

HOLY ADVERSARY'S ARMOR

Armor (any heavy armor), uncommon (requires attunement by a paladin)

This armor is used by paladins who deities protect them while they are fighting in their place. Once per day while wearing this armor, whenever you use a *smite* spell on a creature, you can reduce all damage that creatures does to you by 1d4 until the end of your next turn.

HOLY RADIANCE ARMOR

Armor (chain shirt or chainmail), very rare (requires attunement by a cleric or paladin)

This silver chain armor glows with holy light when evoking the power of your deity, helping to light the path and strengthen your allies. While wearing this armor whenever you use the channel divinity feature, your armor glows with a holy light that radiates outward from you in a 20-foot radius, counting as bright light. This light lasts 1 minute. While being touched by the holy light, allied creatures regain hit points equal to your spell casting modifier at the start of their turns, and gain a bonus to Wisdom saving throws equal to your spell casting modifier. This light ends early if you fall unconscious.

KEMSTONE ARMOR

Armor (scale mail or plate), rare

This armor is formed from a rare material known as Kemras stone, a strong but light stone formed in the Astral Sea that resists magical changes. While wearing this armor, you have advantage on saving throws for spells and effects that attempt to change your form, such as a *polymorph* spell.

LIFEFONT ARMOR

Armor (hide), rare (requires attunement)

This armor contains primal runes that work to keep its wearer alive for as long as possible. Twice per day while wearing this armor, when you would take damage that would reduce you to zero hit points, you instead are reduced a number of hit points equal to your Constitution modifier (min +1) and suffer a point of exhaustion.

MAGNETIC ARMOR

Armor (any heavy armor), rare (requires attunement)

This heavy armor is made with enchanted magnetic lodestones that can force a nearby creature into your reach. Twice per day while wearing this armor, you can use a bonus action to target a creature within 20 feet of you that is your size category or smaller. The creature must make a DC 17 Strength saving throw, and if the creature is wearing or wielding metallic equipment, they make the saving throw with disadvantage. On a failed save, they are pulled to be within 5 feet of you.

MARAUDER'S ARMOR

Armor (leather or hide), rare (requires attunement)

This armor is heavy, but the craftsmanship of it allows for quick and easy movement while providing protection. While wearing this armor, you gain a +2 bonus to your AC against opportunity attacks when you dash.

MIND ARMOR

Armor (scale mail or plate), legendary (requires attunement)

Made with techniques and materials that are rare to the githyanki, this armor is the ultimate defense against mind flayers and other psychic creatures. While wearing this armor, you gain resistance to psychic damage. You also have advantage for saving throws on spells and effects that cause you to be charmed, frightened, stunned, or cause you to fall asleep. 3 times per day, you can gain immunity to psychic damage until the end of your next turn.

MOON ARMOR

Armor (chain shirt), uncommon

This armor's metal has a strange look to it, and seems to be made of some sort of unidentified metal from what is believed to be from the moon. While wearing this armor, you gain +1 to your AC while standing in dim light or darkness.

NIGHTMARE WARD ARMOR

Armor (leather or hide), uncommon (requires attunement)

This armor is made of a strange material, leading many to think it might possibly be beholder leather or hide. Once per day while wearing this armor, when you are forced to make a saving throw for spell or effect that can cause you to be frightened or charmed, you can roll with advantage on the saving throw.



PARCHMENT ARMOR

Armor (padded or leather), uncommon (requires attunement by a spell caster)

This armor is made from enchanted strips of parchment that have writings of arcane power on them. This armor has 3 charges, and regains 1 charge at dawn. While wearing this armor, you can use a bonus action to expend a charge when casting a spell to increase the damage and attack roll of that spell by 1d4.

PREDATOR'S HIDE

Armor (hide), uncommon (requires attunement by a ranger)

This tiger hide armor as designed in order for rangers to be protected while hunting their targets. While wearing this armor, you gain a +1 bonus to your AC and saving throws against attacks and spells made by creatures affected by your *hunter's mark* spell.

RAT KILLER'S COAT

Wondrous item, uncommon

This fur lined coat is often used by city guards who have to kill large swaths of rats or other swarms of creatures. While wearing this coat, you gain a +1 to your AC and saving throws against attacks and effects by swarm type creatures and tiny creatures.

SCRIBE'S NOTES

Another very useful item for our group. The rats seem to be swarming around our food stocks, and this has reduced their numbers greatly.

ROBE OF AVOIDANCE

Wondrous item, uncommon (requires attunement)

This billowing robe has the ability to allow you to move a little bit away from melee attackers, allowing your stronger allies to move in. Once per day while wearing this robe, you can use a reaction when a melee attack misses you to move 10 feet without opportunity attacks.

RUNIC ARMOR

Armor (any), uncommon (requires attunement)

A normal set of armor covered all over with arcane runes that boost your magical abilities. While wearing this armor, you gain a +1d4 bonus to Intelligence (Arcana) checks made. Once per day, you can use a bonus action to increase your next spells attack and damage rolls by +1d4.

SANGUINE VESTMENTS

Wondrous item, rare (requires attunement)

A deep red set of clothes that draws in the blood of creatures in order to help strengthen your defenses. While wearing this armor, whenever you deal melee damage a creature, you gain +1 to AC for attacks made by the damaged creature until the start of your next turn.

SCALE OF THE SERPENT

Armor (scale mail), uncommon

Made from a green ore that is pulled from the Feywild, this scale armor has similar features to snake skin. While wearing this armor, you can add 1d4 to Strength (Athletics) and Dexterity (Acrobatics) checks made to resist being against being grappled.

SERPENTINE ARMOR

Armor (scale mail), rare (requires attunement)

Many metal snakes move between the scales of this enchanted armor and can strike at foes who get too close. While wearing this armor you gain resistance to poison damage. Once per day when a creature moves within 5 feet of you, you can use a reaction to have the metal snakes attack them. They must make a DC 16 Dexterity saving throw. On a failed save, they take 2d6 poison damage.

SHADOW HOUND ARMOR

Armor (hide), rare (requires attunement)

This armor is made from the hide of a massive shadow hound and is enchanted to grant you their power when you take a hit. Twice per day while wearing this armor, whenever you take damage from an attack, you can use a reaction to become invisible until the start of your next turn.

SHADOW WARLOCK ARMOR

Armor (leather), rare (requires attunement by a warlock with the Hexblade pact)

This black set of leather armor is crafted in order to boost the power of the Hexblade's curse you cast. Once per day while wearing this armor, when you use the Hexblade's Curse on a creature, choose one ability when you use the feature. The target has disadvantage on ability checks made with the chosen ability.

SLIME ARMOR

Armor (scale mail or plate), rare (requires attunement)

This strange armor contains a living ooze in between the plates that can damage those who touch you. Once per day while wearing this armor, you can use a bonus action to call upon the ooze in the armor to protect you. For the next minute, any creature that hits you with a melee attack must make a DC 16 Dexterity saving throw. On failure, they take 2d6 acid damage as the slime attacks them. Any creature that grabs you automatically fails the saving throw.

SNAKETONGUE ROBE

Wondrous item, very rare (requires attunement)

This color changing robe is woven to appear like snake scales and grants you serpent-like qualities. While wearing this robe, you gain resistance to poison damage, as well as a +1d6 bonus to Charisma (Deception) checks. Once per day, you can use a reaction when being attacked to move up to 15 feet away.

SPECTRAL PLATE

Armor (plate), legendary (requires attunement)

This black set of plate mail has a faint blueish glow to it, hinting to its powers and unnatural lightness. You ignore all penalties relating to the plate's Strength requirements and Stealth disadvantages while wearing this armor. Twice per day while wearing this armor, as a part of your movement, you can become incorporeal until the end of that movement. You can move through other creatures and objects as if they were difficult terrain. If the feature ends while you are inside of a creature or object, you are ejected to the closest unoccupied space, and take 5d10 force damage.

SPIKED JACKET

Armor (leather or hide), uncommon

Hidden spikes are concealed all over this armor, and are spring loaded to react when you are grabbed. Once per day while wearing this armor, the first time you are grabbed by a creature, the spring loaded spikes of your armor react and spring outwards. The grapple immediately ends, and the creature who grappled you takes 1d6 piercing damage.

SPIRIT ARMOR

Armor (chain shirt or chain mail), very rare

This chain link armor helps to bind your spirit to your body, acting as the ultimate defense against spirits and other incorporeal creatures. Incorporeal creatures cannot move through you, and creatures that are located in the Ethereal plane cannot see you. You are also immune to the Possession ability of ghosts and other similar creatures.

SUPPORTING ARMOR

Armor (scale mail or plate), uncommon

This heavy iron armor helps to absorb the shock of blows and spells that can make you lose focus. Once per day while wearing this armor, when you are required to make a saving throw for an effect that can stun you, you can roll the saving throw with advantage.

TELEPORTING ARMOR

Armor (scale mail or plate), rare

This armor is inscribed with a teleportation circle on the front of the breastplate, boosting the power of teleporting spells. While wearing this armor, whenever you cast a spell or undergo an effect that causes you to teleport, you can teleport an additional 10 feet.



TIME LINK ARMOR

Armor (chain mail or chain shirt), rare (requires attunement)

Made from rings of linked crystals, this armor has the ability to temporarily increase your reaction time. Twice per day while wearing this armor, you can choose to have advantage on an initiative roll or Dexterity saving throw.

TRANSLOCATING ARMOR

Armor (any), very rare (requires attunement)

This armor is commonly worn by Eladrins for its colorful nature and similar powers to their own. 3 times per day while wearing this armor, when you are about to be hit with an attack, you can use a reaction to teleport 15 feet away.

WARMAGE'S UNIFORM

Wondrous item, uncommon (requires attunement by a wizard of the School of War Magic)

This robe is used by those of the War Magic school due to its abilities to weave their deflections around their allies. While wearing this robe, you can use your reaction to use your Arcane Deflection feature on a creature that you can see. You still suffer the penalties as if you had used the Arcane Deflection on yourself.

WINGED ARMOR

Armor (any), very rare (requires attunement)

At your command, gigantic feathered wings will sprout from the back of this armor. Twice per day while wearing this armor, you can use a bonus action to cast *fly* on yourself without concentration.

MAGIC WEAPONS

ÆGIS BLADE

Weapon (any heavy or light blade), uncommon (requires attunement)

This weapon allows you to place an aegis, a magical mark of challenge, on a foe. Twice per day while wielding this weapon, you can use a bonus action to place a Aegis mark on a creature you can see until the end of their next turn. The marked creature suffers a -1d6 penalty to attack rolls on creatures other than you.

AFTERSHOCK WEAPON

Weapon (any), uncommon (requires attunement)

The force behind this weapon is similar to that of earthquakes. Whenever you land a critical hit with this weapon, the attacked creature must make a DC 15 Constitution saving throw. On a failed save, they are knocked prone.

ALFSAIR SPEAR

Weapon (spear), uncommon (requires attunement by a druid)

This awkward looking but highly useful spear is molded from the branches of a rare alfsair tree. This spear counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While wielding this spear, you gain a +1d4 bonus to Wisdom (Nature) checks. Whenever you land a critical hit with this spear, the creature must make DC 15 Wisdom saving throw. On a failed save, they are stunned until the end of their next turn.

AURA KILLER WEAPON

Weapon (any melee), rare (requires attunement)

This weapon leaves behind a dark purple energy mist when swung that has the ability to end magical effects. Once per day when you hit a creature with this weapon, you can cause them to undergo the effects of the *dispel magic* spell. When required to make a spell save DC for this effect, roll with a +3 to the saving throw.

AVALANCHE HAMMER

Weapon (any hammer), uncommon (requires attunement)

This hammer is enchanted with runes from the elemental plane of Earth to empower your strikes when you move like an avalanche. While wielding this weapon, whenever you use your full movement on your turn, the next damage roll with this weapon gains a +1d4 to the roll. This bonus is increased to +2d4 when you move over difficult terrain.



BATTLE SPIRIT WEAPON

Weapon (any axe, hammer, heavy blade, mace, or spear), very rare (requires attunement)

This weapon contains the spirit of warrior inside of it that causes your charges into battle to take on a ghostly nature. 3 times per day while wielding this weapon, whenever you dash, you are considered to be incorporeal for the second half of your movement. You can move through other creatures and objects as if they were difficult terrain. If the feature ends while you are inside of a creature or object, you are ejected to the closest unoccupied space, and take 5d10 force damage.

BLOOD DRINKER

Weapon (any axe or heavy blade), rare

This serrated blade demands blood with every swing, regardless of the source. The weapon makes faint sounds similar to that of a rabid animal. Whenever you miss with an attack roll with this weapon, you take 1d6 slashing damage from the blade punishing you and drawing in your blood. The damage from this effect can't be reduced in any way. Your next weapon attack with this weapon deals an additional 2d6 damage on the next hit after this effect takes place. This effect does not stack multiple times.

SCRIBE'S NOTES

Why in the Divine's name would anyone willingly wield this? This is as close to a cursed weapon without being fully cursed as it can get.

BOLTSHARD CROSSBOW

Weapon (any crossbow), rare (requires attunement)

This crossbow is made with enchanted crystals that can enhance a shot to rain down on foes. Twice per day while wielding this crossbow, you can coat a bolt in crystals. As an action, target a space within the crossbow's range. That space is the center of a 15-foot radius rain of crystals as you fire the crystal bolt and it shatters midair. Make a weapon attack roll against every creature in that radius.

CHALLENGE-SEEKING WEAPON

Weapon (any melee weapon), uncommon

This weapon rewards those who chose to target fresh foes rather than wounded ones. This weapon does an additional 1d4 damage to creatures who are at maximum hit points.

DEATH MARK WEAPON

Weapon (any), legendary (requires attunement)

This weapon points towards a specific creature and demands its death, rewarding you for its demise. While wielding this weapon, you can use a bonus action to put a Death Mark on a creature in sight. The mark lasts for 1 minute or until you mark a new creature. When the marked creature is reduced to zero hit points by you, you can move half your walking speed and mark a new creature in sight.

DUELIST'S BOW

Weapon (any bow), uncommon (requires attunement)

This bow's enchantment was created for the purpose of archery duels, and was expanded to help on the battle field. Once per day while wielding this weapon, when you hit a creature with this bow, you can reduce all ranged attack rolls the creature makes by -1d4 until the end of their next turn.

ECHOING SONGBLADE

Weapon (any light or heavy blade), uncommon (requires attunement by a bard)

This blade is hollow with holes on the side, creating echoing tones when sung. This blade counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while wielding this weapon, when you hit with this weapon or a bard spell, you can cause a creature within 60 feet to suffer a -1d4 penalty to their attack rolls until the end of their next turn.

ENTRAPPING WEAPON

Weapon (any), uncommon (requires attunement)

The runes on this ranged weapon can enchant your shots to keep a foe in place. Whenever you land a critical hit with this weapon, the attacked creature must make a DC 14 Strength saving throw. On a failed save, they are restrained until the end of their next turn as the ammo wraps around the creature.

FARBOND SPELLBLADE

Weapon (any light or heavy blade), rare (requires attunement by a spell caster)

This oddly curved blade draws in magic from the air around it, allowing it to boost spells and perform some very unique attacks. This blade counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. This blade also counts as a thrown weapon with a range of 25/50. The blade returns to your hand at the end of your turn when thrown, if able.

FROST FURY WARAXE

Weapon (any axe), uncommon

This enchantment seems to be commonly found among barbarians who live in the mountains and frigid climates. This weapon does additional cold damage equal to your Constitution modifier. (Min +1)

GREAT HUNGER WEAPON

Weapon (any melee), rare (requires attunement)

The normal cracks and tones this weapon makes as it strikes gradually increase until they reach a deafening tone. This weapon starts with no charges, and gains a charge whenever you land a critical hit. This weapon can hold up to 3 charges and loses all charges after a long rest. For each charge this weapon has, this weapon deals an additional 1d4 thunder damage.

GUARDIAN'S BRAND

Weapon (any melee), uncommon (requires attunement)

The business end of this weapon grows to a burning white heat when you mark a foe. Once per day while wielding this weapon, you can use a bonus action to place a Guardian Mark on a creature in sight for 1 minute. The marked creature takes an additional 1d4 fire damage from this weapon.

GUARDIAN'S CALL

Weapon (any melee), uncommon (requires attunement)

The weapon's enchantments boost the defenses of its wielder when they are needed. Once per day while wielding this weapon, whenever you choose to take a dodge action, choose an additional ability other than Dexterity. You have advantage on saving throws for that ability until the start of your next turn.

HARMONIC SONGBLADE

Weapon (any heavy or light blade), uncommon (requires attunement by a bard)

This blade is hollow with holes on the side, creating beautiful tones when sung. This blade counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while wielding this weapon, when you hit with this weapon or a bard spell, you can cause an ally within 60 feet to gain a +1d4 bonus to their attack rolls until the end of their next turn.



HIDEOUS WEAPON

Weapon (any hammer, flail, or war pick), rare (requires attunement)

This weapon is very unpleasant to look at, due to its misshapen and horrendous design. The weapon looks like it would be terrible to be hit with. While wielding this weapon, you gain a +1d4 bonus to Charisma (Intimidation) checks. Once per day when you kill a creature with this weapon, you can use a bonus action to try and scare creatures around you with this weapon. Every creature within 15 feet of you must make a DC 16 Wisdom saving throw. On a failed save, they are frightened of you until the end of their next turn.

INCISIVE DAGGER

Weapon (dagger), rare (requires attunement)

This blue-black stiletto dagger cuts through space and flesh with equal ease. Once per day while wielding this weapon, you can use a bonus action to slash the air within 5 feet of you to create a tear in space. You move through the tear to teleport between the space you cut and anywhere within 25 feet of the portal created. You can only teleport to a location within sight. The tear in space lasts 1 minute, and any creature of your size or smaller can also move through the tear.

SCRIBE'S NOTES

Weapons like these often make me wonder how the Lost Vaults acquired the items they now contain.

INTENSIFYING WEAPON

Weapon (any), uncommon (requires attunement)

The runes of this weapon can be used in order to enhance the affliction of your foes. While wielding this weapon, when you hit a creature undergoing a condition that requires a save at the end of their turn, you can have them make that saving throw at the end of the turn roll with disadvantage for 1 round.

MASTER'S BLADE

Weapon (any heavy or light blade), uncommon (requires attunement)

Between the perfect balance and the nature of the enchantments, this weapon is finely tuned to allow for defense and offense. Once per day while wielding this weapon, you may take a dodge action as a bonus action.

MAW OF THE GUARDIAN

Weapon (any melee), uncommon

The primal runes of this weapon draw strength from your body to increase this weapons damage. This weapon does additional force damage equal to your Constitution modifier. (Min +1)

QUICKSILVER BLADE

Weapon (any light blade), uncommon (requires attunement)

This silvered weapon earns its name from assisting its wielder with faster reflexes. This weapon is considered silvered for the purposes of bypassing resistances. Once per day while wielding this weapon, you can add a +1d4 bonus to your initiative roll.

RAVENCLAW WARBLADE

Weapon (any heavy blade), rare (requires attunement)

This blade draws power from those who are near death, from both the wielder and the enemies that this blade cuts down. While wielding this blade, whenever you have no remaining hit dice available, this weapon does an additional 1d6 damage. Twice per day, when you kill a creature with this weapon, you can spend a hit dice to heal.

REBOUNGING WEAPON

Weapon (any ranged), uncommon (requires attunement)

Ammo fired from this enchanted weapon can sometimes bounce back towards the foes it misses. Once per day while wielding this weapon, whenever you miss with an attack with this weapon, you can use a bonus action to roll a second weapon attack roll against the a creature within 20 feet of the missed creature, as the ammunition fired from weapon rebounds towards them.

RUNIC WEAPON

Weapon (any), rare (requires attunement)

This rune covered weapon rewards and strengthens you by drawing upon your knowledge of the arcane. Once per day while wielding this weapon, you can gain temporary hit points equal to 1d4 + your Intelligence modifier + this weapons enchantment bonus. The temporary hit point last until your next short or long rest.

SCREAMING BOW

Weapon (any), uncommon (requires attunement)

This bow is not for the sneaky, as arrows fired from this bow shriek as they fly across the sky. You do not have advantage on attack rolls from being hidden when attacking with this bow. This bow does additional thunder damage equal to your Dexterity modifier. When you hit with a critical hit with this bow, the creature must make a DC 14 Wisdom saving throw. On a failed save, they are deafened until the end of their next turn.



SHADOWRIFT BLADE

Weapon (any light blade), rare (requires attunement)

This blade is attuned to the forces of the Shadowfell, allowing you to move quickly when striking at a cost. Whenever you hit a creature with this blade with advantage, you may quickly slip in and out of the Shadowfell. You teleport 10 feet away to a space you can see, and take 2d6 necrotic damage from the sudden rush of negative energy from the teleport.

SHRIEKING SONGBOW

Weapon (any bow or crossbow), very rare (requires attunement by a bard)

The string of the ranged weapon produces a shrill tone when firing a bolt or arrow, a tone that can cause the unprepared to become scared. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while wielding this weapon, when you hit with this weapon or a bard spell, you can force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, they are frightened of you until the end of their next turn.

SONGBOW OF LULLABIES

Weapon (any bow or crossbow), rare (requires attunement by a bard)

The string of the ranged weapon produces a soothing tone when firing a bolt or arrow that can cause some foes to act sluggishly. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while wielding this weapon, when you hit with this weapon or a bard spell, you can force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, their movement is reduced by 10 feet until the end of their next turn.

SONGBOW OF SUMMONING

Weapon (any bow or crossbow), very rare (requires attunement by a bard)

A bow made with Feywild techniques, the tones of the weapon firing is ethereal and beautiful. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while wielding this weapon, when you hit with this weapon or a bard spell, choose a willing creature within 25 feet of you. They can teleport to a space within 5 feet in sight of the creature that you hit with the weapon attack or bard spell.

SONGBOW OF VANISHMENT

Weapon (any bow or crossbow), uncommon (requires attunement by a bard)

This very odd looking bow whispers strange tones with fired. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while wielding this weapon, when you hit with this weapon or a bard spell, you can force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, the creature considers you to be invisible until the end of their next turn.

SOUL DRINKER

Weapon (any melee), very rare (requires attunement)

A wickedly shaped weapon that punishes fools who call upon it that can't finish off their foes. While wielding this weapon, you can call upon the power of the weapon to hopefully end a creature's life. You can have this weapon deal an additional 2d12 necrotic damage. If you fail to kill the creature you are hitting after calling upon this power, you take necrotic damage equal to the amount of damage you dealt the creature as punishment from the weapon. The damage from this effect can't be reduced in any way.

SCRIBE'S NOTES

I'm starting to think that weapons like this one were deeper in the vaults so that no one could access them. It is far too dangerous to be useful.

SPACE-BENDING WEAPON

Weapon (any melee), legendary (requires attunement)

This weapon can tear through space in order to hit opponents far further away than they will expect. This weapon has 7 charges, and regains 1d4 charges at dawn. While wielding this weapon, you can use a bonus action to expend a charge and make a melee attack against a creature within 25 feet of you.

STORMBITER WARBLADE

Weapon (any light or heavy blade), uncommon

This weapon crackles with eldritch electrical energy that draws power from your body. This weapon does additional lightning damage equal to your Constitution modifier. (Min +1)

SUPREME SKIRMISHER'S BOW

Weapon (any bow), rare (requires attunement)

The bow is finely tuned and enchanted to maximize a wielder's ability to move on a battle fiend. While wielding this bow, your walking speed is increased by 5 feet, and the normal and long range of this bow is increased by 10 feet.

SUPREMELY VICIOUS WEAPON

Weapon (any), uncommon

This weapon is subtly enchanted in order to deal as much damage as possible to a foe with a grievous blow. Once per day when you deal a critical hit with this weapon, you can choose to reroll any number of your damage dice, but you must keep the second result of each dice even if it is lower.

TARGETING WEAPON

Weapon (any bow or crossbow), uncommon (requires attunement)

Ammo fired from this weapon can lead other attacks of your allies to strike true. Once per day, when you hit a creature with this weapon, you can use a bonus action to place a Target mark on them. All ranged attacks against the marked creature gain a +1d4 bonus to their attack rolls until the start of your next turn.

TOTEMIC CARVING

Weapon (club, quarterstaff, or spear), uncommon (requires attunement by a druid)

This wooden weapon is carved to show animal totems and is designed to assist with animal transformations. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day when you use your Beast Shape feature, your beast form gains temporary hit points equal to your Wisdom modifier + the item's enchantment bonus.

UNFORGETTABLE CUDGEL

Weapon (mace), very rare (requires attunement by a cleric or paladin)

This mace is designed in order to assist with the holy spells casted by the devoted. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While wielding this weapon, the critical range of this weapon and your spell attacks are increased by 1.

WEAPON OF OATHS FULFILLED

Weapon (Any melee), rare (requires attunement by a paladin)

This weapon is inscribed with the words "By my power, I will smite thee" in celestial. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While holding this weapon, whenever you hit with a *smite* spell, you regain hit points equal to your Charisma modifier. (min +1)

WHISTLING SONGBOW

Weapon (any bow or crossbow), uncommon (requires attunement by a bard)

Arrows and bolts launched from this weapon whistle a tune as they fly. This weapon counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while wielding this weapon, when you hit with this weapon or a bard spell, you can grant an ally with 60 of you a +1d4 bonus to their next attack roll against the creature you hit.

WRITHING VINE WEAPON

Weapon (any melee weapon), very rare (requires attunement)

This weapon is covered in living writhing vines, with enchantments to keep the plants alive and healthy. This weapon has 3 charges, and regains 1 charge at dawn. While holding this weapon, you can use a bonus action to expend a charge and cast the spell *grasping vine* (Save DC 18).

ENCHANTED AMMUNITION

These are specially enchanted bolts, arrows, and bullets that be loaded into any range weapon that can load said ammo and add an extra punch to your ranged damage. Enchanted ammunition that is loaded and fired is expended after firing, regardless if it hits or not. If this ammo is used for a spell or feature that hits multiple creatures, only the first attack or hit gains the benefit of the enchanted ammunition. Bullets can be intended for slings or guns, depending on what technologies are available in your world.

SCRIBE'S NOTES

I have studied the way of Arcane Archers before, and these seem to be attempts at emulations their abilities. Very useful for those with no arcane skills of their own.

ARROW OF REVELATION

Ammunition (arrow), rare

This yellow arrow displays the eye of Ioun on the head of the arrow. When a creature is hit with this ammunition, they cannot benefit from being invisible until the end of your next turn.

ATTENTION-STEALING BULLET

Ammunition (bullet), uncommon

This bright red metal bullet draws your foe's attention. When a creature is hit with this ammunition, that creature is marked by you until the end of your next turn. When the marked creature attacks a creature that isn't you, they suffer a -1d4 penalty to the attack roll.

BENDING BULLET

Ammunition (bullet), rare

This slightly curved bullet can move around obstacles in your shot. This bullet ignores penalties related to creatures being behind half and $\frac{3}{4}$ cover when attacking with this ammunition. You can also target creatures behind full cover, so long as they you are aware of their location. If you target a creature behind full cover, you have disadvantage and they are considered to have half cover, which cannot be ignored.

BOLT OF CLUMSINESS

Ammunition (bolt), rare

Dispute the misshapen nature of this wooden bolt, it still flies straight. When you hit a creature with this ammunition, they cannot take a dodge action until the end of their next turn.

BOLT OF TRANSIT

Ammunition (bolt), very rare

This lightning-shaped bolt lets you move in closer for a finishing blow. When you hit a creature, object, or surface with this ammunition, you can use your movement to teleport to be within 5 feet of the creature or object that you hit.

DISPELLING BOLT

Ammunition (bolt), rare

A matte black crossbow bolt that can pierce magical effects and flesh. When you hit a creature or object with this ammunition, any spell of 3rd level or lower on the target ends.

FIRESTORM ARROW

Ammunition (arrow), uncommon

This arrow seems to be made of hardened charcoal. When you hit a creature with this ammunition, the hit creature and every creature within 5 feet of them must make a DC 14 Dexterity saving throw. On failure, they take 1d6 fire damage, or half on a successful save.

FORBIDDANCE BOLT

Ammunition (bolt), very rare

This bolt is enchanted to bind a creature to this plane. When you hit a creature with this ammunition, the creature must make a DC 18 Intelligence saving throw. On a failed save, they are unable to use any features or spell that let them teleport until the end of your next turn.

FREEZING ARROW

Ammunition (arrow), uncommon

This arrow is carved from enchanted ice that never melts. When you hit a creature with this ammunition, the creature takes an additional 1d4 cold damage and their speed is reduced by 5 until the end of your next turn.

LIGHTNING ARROW

Ammunition (arrow), uncommon

This black iron arrow sparks and streaks as it flies through the air. When you hit a creature with this ammunition, the creature takes an additional 1d6 lightning damage.

ONSLAUGHT ARROW

Ammunition (arrow), uncommon

This ordinary arrow carries with it a enchanted red pennant, signaling to your allies who to strike. When you hit a creature with this ammunition, all allied creatures within sight gain a +1d4 bonus to attack rolls against the damaged creature until the end of your next turn.

PHASING ARROW

Ammunition (arrow), legendary

This arrow is ethereal in nature, and passes through all solid matter. This ammunition ignores all cover, including full cover. If you are aware of a creature's location on the Ethereal plane, you can hit them with this arrow.

SPACE-SHIFTING BOLT

Ammunition (bolt), rare

This purple bolt is eladrin in nature, and makes a sizzling sound as it flies. When you hit a creature with this ammunition, they must make a DC 17 Charisma saving throw. On a failed save, they teleport to a location within 10 feet of their current location of your choice that you can see.

SPIDER BOLT

Ammunition (bolt), uncommon

This bolt has a large wad of webbing near the head of the bolt, enchanted to expand and explode on impact. When you hit a creature with this ammunition, they must make a DC 15 Strength saving throw. On a failed save, they are restrained by the webbing until the end of your next turn.

SUMMONING BULLET

Ammunition (bullet), rare

This iron bullet is magnetic and enchanted to bring allies closer to your target. When you hit a creature with this ammunition, you can choose a allied creature within 15 feet of the damaged creature and teleport them to be within 5 feet of the damaged creature.

SURPRISE BULLET

Ammunition (bullet), very rare

This wrinkled crystal bullet teleports, giving your target almost no time to react. You have advantage on the attack roll with this bullet, due to the bullet teleporting directly to the target.

HOLY SYMBOLS

Holy symbols are objects used by Clerics and Paladins as a sign of their gods and goddesses. These holy symbols are somewhat different than the ones found earlier in that they offer different sorts of benefits.

CONVERT'S SYMBOL

Holy symbol, very rare (requires attunement by a spell caster who worships a deity)

This special holy symbol, in the shape of a hand holding a staff, is worn by converted mages who also worship the divine. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While you are attuned to this holy symbol, you can cast the spells *cure wounds* and *lesser restoration*, regardless of your class. Wisdom or Charisma is the spell casting modifier for these spells (wielder's choice). You must be carrying this item to use these features.

IOUN STONE OF DIVINE KNOWLEDGE

Holy symbol, artifact (requires attunement by a worshiper of Ioun, or one who receives Ioun's blessing to wear this)

This is a legendary stone of great power, created by Ioun herself. All other Ioun stones are based off the design of this amber sphere with a ruby center. As the orb floats around your head, it leaves behind golden shimmers of light.

When you use an action to toss this stone into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 30 or a successful DC 30 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

The stone has AC 30, has 25 HP, and resistance to all damage. However, unless attacked by a creature who wields the *Hand of Vecna* or the *Eye of Vecna*, the stone is otherwise unbreakable. It is considered to be an object that is being worn while it orbits your head.

This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While you are wearing to this holy symbol, you gain a +1d12 bonus to all Intelligence checks, as well as Wisdom (Insight) checks. This holy symbol has 8 charges, and regains 1d4+1 charges at dawn. Whenever you hit a creature with a weapon attack or spell, you can expend a charge to instantly learn the creatures type, resistances, maximum hit points, lowest saving throw, and AC.

SCRIBE'S NOTES

This is... a huge discovery. Who knew the Ioun Stones had an original source? None of our magical testers can even wear this relic. I am going to contact the Churches of Ioun about this.

IOUN-BLESSED SYMBOL

Holy symbol, uncommon (requires attunement by a cleric, paladin, sorcerer, or wizard)

This slender piece of ivory only contains hints of Ioun's iconography on it. This is a +1 magical spell casting focus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. You must be carrying this item to use this feature.

SYMBOL OF BRANDING

Holy symbol, rare (requires attunement by a cleric or paladin)

This symbol magically burns a mark onto the flesh of your foes when casting prayers. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, when you hit a creature with a cleric or paladin spell, you can use a bonus action to give that creature a Brand mark for 1 minute. A marked creature takes an additional radiant or necrotic damage (wielder's choice) equal to your spell casting modifier whenever you deal damage to them. You must be carrying this item to use these features.

SYMBOL OF BRAWN

Holy symbol, uncommon (requires attunement by a cleric or paladin)

This adamantine holy symbol shows that physical strength and holy devotion are not mutually exclusive. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this symbol, you can increase the amount of damage done with a melee weapon attack by 1d6. You must be carrying this item to use these features.

SYMBOL OF DARING

Holy symbol, uncommon (requires attunement by a cleric or paladin)

This symbol helps to emboldens your allies to act bravely. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this symbol, when you use a Channel Divinity, you can grant an allied creature within 25 feet of you a +1d4 bonus to their next attack roll. You must be carrying this item to use these features.

SYMBOL OF DEFENSE

Holy symbol, very rare (requires attunement by a cleric or paladin)

This symbol shows the protective nature of the divine towards their flock. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this symbol, you can use a reaction to increase your AC by your spell casting modifier until the end of your next turn. You must be carrying this item to use these features.

SYMBOL OF DIVINE FORCE

Holy symbol, uncommon (requires attunement by a cleric or paladin)

This symbol allows your conviction to become a force that can blow back enemies. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this symbol, when you deal damage with a weapon or spell, you can have the damaged creature make a Strength saving throw equal to your spell save DC. On a failed save, they are pushed 15 feet away from you. You must be carrying this item to use these features.

SYMBOL OF DIVINE LIGHT

Holy symbol, legendary (requires attunement by a cleric or paladin)

This symbol was created to drive out undead and other dark creatures that endanger the faithful. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this symbol, when you deal radiant damage to a creature that is vulnerable to radiant damage, you can use a bonus action to force them to make a DC 20 Wisdom saving throw. On a failed save, they are affected by the *faerie fire* spell, without requiring concentration. You must be carrying this item to use these features.

SYMBOL OF FIRE AND FURY

Holy symbol, rare (requires attunement by a cleric or paladin)

This red iron symbol allows your strikes to hit with righteous flame. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per per day while attuned to this symbol, when you hit with a critical hit with a weapon or spell attack, you deal an additional 1d6 fire and 1d6 radiant damage. You must be carrying this item to use these features.

SYMBOL OF PRAYERS RECOVERED

Holy symbol, very rare (requires attunement by a cleric or paladin)

This holy symbol shows reflections of the past to help guide those who wield it. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this symbol, when you miss with a spell attack or a creature succeeds on a saving throw for a single target spell, you can regain the spell slot that was expended for that spell. You must be carrying this item to use these features.

SYMBOL OF PROTECTION

Holy symbol, very rare (requires attunement by a cleric or paladin)

This symbol displays the measures that the divine go to protect the world. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, you can cast *sanctuary* instantly, without spending a spell slot. You must be carrying this item to use these features.

SYMBOL OF REFLECTION

Holy symbol, legendary (requires attunement by a cleric or paladin)

This glittering holy symbol has the ability to return an attack back. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when a ranged attack misses you, you can use a reaction to have the attacker reroll the attack against a creature within 30 feet of you. You must be carrying this item to use these features.

SYMBOL OF SHARED HEALING

Holy symbol, rare (requires attunement by a cleric or paladin)

This symbol allows the divine healing that you provide to help you as well. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, when you cast a spell that restores hit points for a creature, you can regain hit points equal to your spell casting modifier. You must be carrying this item to use these features.



SYMBOL OF CHAMPION'S CODE

Holy symbol, rare (requires attunement by a cleric or paladin)

This symbol is inscribed with the codes of honor. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, you can use a bonus action to place a Challenge mark on a creature in sight. The mark lasts 1 minute. The marked creature takes radiant or necrotic damage (your choice) equal to your spell casting modifier when they attack any other creature than you. You must be carrying this item to use these features.

SYMBOL OF THE FIRST SPIRIT

Holy symbol, uncommon (requires attunement by a druid, cleric, or paladin)

This wooden symbol is acts as both a spirit totem and a holy symbol. This is a +1 magical spell casting focus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. You must be carrying this item to use this feature.

SYMBOL OF THE HOLY NIMBUS

Holy symbol, uncommon (requires attunement by a cleric, or paladin)

This symbol displays the unity of sun and moon, and glows with holy light when healing spells are cast. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you cast a spell that restores hit points, you can use a bonus action to grant you and your allies within 5 feet of you temporary hit points equal to your spell casting modifier for 1 minute. You must be carrying this item to use this feature.

SYMBOL OF THE RADIANT FLAME

Holy symbol, rare (requires attunement by a druid, cleric, or paladin)

This symbol is seems to be made of living flame that dances around the chain. This item has a +1 enchantment bonus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this symbol, when you hit with a critical hit with a weapon or spell attack, you deal an additional 1d6 fire. You must be carrying this item to use this feature.

SYMBOL OF UNIFIED DEFENSE

Holy symbol, rare (requires attunement by a cleric, or paladin)

This symbol is made of several interlocking rings, representing the union between friends, and between gods. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this symbol, when you and at least one allied creature within 10 feet of you are targeted by an attack or spell that targets an area, you can use a reaction to gain a +1d4 bonus to AC and saving throws to you and all allied creatures within 10 feet of you until the end of your next turn. You must be carrying this item to use this feature.

SYMBOL OF VIGOR

Holy symbol, rare (requires attunement by a cleric, or paladin)

This symbol rewards you for maintaining the temple of your body. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Your attack and damage rolls gain a +1d6 bonus while you are maximum hit points. You must be carrying this item to use this feature.

ORBES

These Orbs are items that are meant in order to assist with Wizards and Sorcerers with their spells.

ORB OF ACCURACY

Orb, rare (requires attunement by a sorcerer or wizard)

This crystal orb can see your targets dispute their efforts to hide from you. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day, you can ignore half and $\frac{3}{4}$ cover when casting spells. You must be holding to this item to gain these effects.

SCRIBE'S NOTES

I have been studying these orbs for some time now. I'm still not quite sure how they can warp and change spells that go through them.



ORB OF DISTANCE DENIAL

Orb, legendary (requires attunement by a sorcerer or wizard)

This orb is actually formed from many orbs fused using arcane methods. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day, when you hit a creature with a spell, you can use a bonus action to force them to make a Wisdom saving throw equal to your spell save DC. On a failed save, they cannot target creatures for an attack that are more than 15 feet away. They repeat the save at the end of their turn. You must be holding to this item to gain these effects.

ORB OF HEIGHTENED IMPOSITION

Orb, very rare (requires attunement by a sorcerer or wizard)

This green quartz orb can help to make sure your more powerful spells are effective. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day, when you hit a creature with a spell, you can use a bonus action to cause the creature to suffer a penalty to their next saving throw equal to your spell casting modifier. You must be holding to this item to gain these effects.

ORB OF PETRIFICATION

Orb, legendary (requires attunement by a sorcerer or wizard)

A granite orb that can force a creature to become stone. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell, you can force them to make a Constitution saving throw equal to your save DC. On a failed save, the creature magically 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. You must be holding to this item to gain these effects.

ORB OF REPEATED IMPOSITION

Orb, rare (requires attunement by a sorcerer or wizard)

This odd looking orb helps to wear down foes. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell, you can use a bonus action to have the damaged creature make a Wisdom saving throw equal to your save DC. On failed save, they suffer a penalty to their saving throw of your choice, other than Wisdom, equal to your spell casting modifier. They repeat the Wisdom saving throw at the end of turns to end the effect. You must be holding to this item to gain these effects.

ORB OF RESILIENT TENACITY

Orb, uncommon (requires attunement by a sorcerer or wizard)

This amethyst orb makes a buzzing tone that when powerful spells hit. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell that is a critical hit, you gain a bonus to your saving throws equal to your spell casting modifier for 1 minute. You must be holding to this item to gain these effects.

ORB OF SUPPLEMENTARY FORCE

Orb, uncommon (requires attunement by a sorcerer or wizard)

This scarlet glass orb barely contains the force inside. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell that targets a creature within 15 feet of you, you can force them to Dexterity saving throw equal to your spell save DC. On failed save, they are knocked prone. You must be holding to this item to gain these effects.

ORB OF VISIONARY PROTECTION

Orb, rare (requires attunement by a sorcerer or wizard)

A clear crystal orb that lets you see possible futures and pick one. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day, when you are hit with a spell that requires a spell save DC, you can use a reaction to gain a bonus to your saving throw equal to your spell casting modifier. You must be holding to this item to gain these effects.

RODS

Rods in this homebrew are intended for Warlocks to boost their spells and invocations.

SCRIBE'S NOTES

My friend Moth continues to provide deep knowledge of warlocks and patrons for our research. She asks me to try not to think about the costs she must pay for such knowledge.

BATTLE-PACT ROD

Rod, very rare (requires attunement by a warlock)

This heavy rod has a huge metal head that functions both as a weapon and rod. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. This rod also functions as a mace for a melee weapon. 3 times per day when you hit a creature with a weapon or spell, you can force them to make a Charisma saving throw equal to your save DC. On a failed save, they suffer a penalty to their attack rolls equal to your spell casting modifier when attacking creatures other than you, until the end of their next turn. You must be holding to this item to gain these effects.

DARKSPIRAL ROD

Rod, uncommon (requires attunement by a warlock)

This twisted black iron rod grants the warlock use of an additional spell. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, you can target a creature within 60 feet of you that you can see. You can force them to make a Charisma saving throw equal to your save DC. On a failed save, they take 1d6 necrotic damage and 1d6 psychic damage. You must be holding to this item to gain these effects.

HEXER'S ROD

Rod, uncommon (requires attunement by a warlock)

The goblin rod looks to channel their crafty nature into your hexes. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when a creature you have used the *hex* spell on misses with an attack, you can use a reaction to move up to your walking speed. You must be holding to this item to gain these effects.

ROD OF BURGEONING MEMORY

Rod, uncommon (requires attunement by a warlock)

This wooden rod helps you tap into the memories of past lives who have wielded this rod. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, whenever you make an attack roll that misses, you can use a bonus action to add 1d6 to the roll. You must be holding to this item to gain these effects.

ROD OF DEVILRY

Rod, rare (requires attunement by a warlock)

This infernal rod was intended to assist with Tiedfling's pacts. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day, whenever you deal damage to a creature with a spell, you can use a bonus action to add fire damage to the attack equal to your spell casting modifier. You must be holding to this item to gain these effects.

ROD OF DIVINITY

Rod, uncommon (requires attunement by a warlock with the Celestial Pact)

A silver rod that is decorated with delicate crystals. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, whenever you cast a spell from the Celestial Expanded spell list, you can add your spell casting modifier to the damage roll or hit points healed. You must be holding to this item to gain these effects.

ROD OF OBLITERATING WRATH

Rod, rare (requires attunement by a warlock)

This demonic looking rod was designed in order to cause as much damage as possible. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day, whenever you hit with a spell that hits more than one target, you can increase the damage done to each creature by 1d6. You must be holding to this item to gain these effects.

ROD OF SILVER RAIN

Rod, very rare (requires attunement by a warlock)

This rod appears to be made from molten silver roughly poured into a mold. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, you can use an action to target a location within 50 feet of you. The area bursts with silver rain, hitting a 15-foot radius centered on the location in range. Up to 3 creatures in that area is affected by the *hex* spell, requiring concentration. If you lose concentration on one creature, the *hex* spell drops for all 3. You must be holding to this item to gain these effects.

ROD OF STOLEN STARLIGHT

Rod, rare (requires attunement by a warlock)

This rod seems to contain an odd meteorite encased in a dark iron. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day, you can use a bonus action to change the damage type of a spell you cast to radiant damage. You must be holding to this item to gain these effects.

ROD OF FICKLE SERVANT

Rod, uncommon (requires attunement by a warlock with the Pact of the Chain feature)

This iron rod's overall shape seems to slowly shift over time. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, while you have a *find familiar* spell active, you can change the form of your familiar, without recasting the spell or spending component costs. You must be holding to this item to gain these effects.

ROD OF THE HAG

Rod, very rare (requires attunement by a warlock)

This obsidian rod is adorned with a preserved hag's eye that opens when casting certain spells. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day, when a creature in sight is under the effects of your *hex*, you can use a bonus action to cause the eye of the hag to open to scare the creature. The creature must make a Wisdom saving throw equal to your spell save DC. On a failed save, they are frightened of you until the end of your next turn. You must be holding to this item to gain these effects.

ROD OF THE PACTBINDER

Rod, uncommon (requires attunement by a warlock)

This rod is typically created by cults of the patron that you serve to help bind this power to this plane. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day, when you cast a spell from your patrons extended spell list, you can add 1d6 to the spell attack roll. You must be holding to this item to gain these effects.

ROD OF THE RISEN DEAD

Rod, legendary (requires attunement by a warlock)

This crystal rod flows with necromantic energies that can control corpses. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day, when you kill a creature using a spell you casted, you can use a bonus action to cast *animated dead* on the killed creature. You must be holding to this item to gain these effects.



SPIDER ROD

Rod, rare (requires attunement by a warlock)

This gray metal rod is adorned with mithral web designs, meant to help protect you from certain attacks. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. You gain resistance to necrotic and poison damage. You must be holding to this item to gain these effects.



TORCH OF MISERY

Rod, rare (requires attunement by a warlock)

This black and gold rod can burn with a sickly green flame. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While holding this rod, whenever you take fire or radiant damage from a creature, you deal additional damage equal to your spell casting modifier on your damage roll against that creature. As a bonus action, you cause this rod to act like a torch that burns with a green color, or turn it off. You must be holding to this item to gain these effects.

STAFFS

BLASTWARP STAFF

Staff, rare (requires attunement by a spell caster)

This silver and gold staff is adorned with a small crown at the top. This staff has 3 charges, and regains 1 at dawn. While holding this staff, whenever you attack with a spell that targets an area that would hit at least 3 creatures, you can expend a charge and add your spell casting modifier to the spell's damage rolls.

MOONSILVER STAFF

Staff, rare (requires attunement by a druid, sorcerer, warlock or wizard)

This white wood staff is adorned with a moonstone at the top and was designed to fight lycanthropes. This staff has 3 charges, and regains 1 at dawn. While holding this staff, you can use an action to expend a charge to cast the spell *moonbeam*, using your spell save DC.

SPELLSHAPER'S STAFF

Staff, legendary (requires attunement by a sorcerer)

This mahogany staff transforms at the ends into a metal mess of odd angle bends. While holding this staff, you have access to an additional Metamagic points equal to your Charisma modifier per day. If you have no Metamagic points at the start of an encounter, you regain 1d4 points.

STAFF OF IRON INFUSION

Staff, uncommon (requires attunement by a bard, cleric, or druid)

This iron staff helps to enhance your healing spells to both heal and protect. Once per day while holding this staff, when you use a spell that recovers hit points of a creature, you can use a bonus action to give a +2 bonus to that creature's AC until the end of their next turn.

STAFF OF KNIVES

Staff, uncommon

This steel staff can transform into a blade at will. This staff counts as a +1 magic quarter staff. While wielding this weapon, you can use a bonus action to transform it into a +1 magic dagger or back into a quarterstaff.

STAFF OF LUCK AND SKILL

Staff, legendary (requires attunement by a spell caster)

The wielder of this yew staff can bend fate and chance to their whims. This staff has 7 charges and regains 1d4 charges at dawn. While holding this staff, you can expend a number of charges to gain the following effects:

1 charge: Add +1d6 to your next spell attack roll

3 charges: Add your spell casting modifier to your next spell damage roll

5 charges: Your next spell attack roll will critical on a natural roll of 17 or higher.

STAFF OF RESILIENCE

Staff, uncommon (requires attunement by a cleric, paladin, or warlock)

The enchantments of this black ash wood staff can generate a temporary aura at a cost. Once per day while wielding this staff, you can use a bonus action to spend a hit die, but regain no hit points from the roll. You gain temporary hit points equal to the hit die roll results until the end of your next short or long rest.

STAFF OF SLEEP AND CHARM

Staff, uncommon (requires attunement by a bard, druid, sorcerer, warlock or wizard)

This staff is adorned with a crystal eye that can enhance the power of spells that influence the minds of creatures. Once per day while holding this staff, whenever you cast the spell *sleep* you can add your spell casting modifier to the total of the dice rolled for the effect. Once per day while holding this staff, whenever you cast the spell *charm person*, you can add +1d4 to the spell save DC.

STAFF OF SPELL BLASTING

Staff, very rare (requires attunement by a spell caster)

This silver adorned elm staff enhances the power of your spells to hit foes near and far. While holding this staff, you don't have disadvantage on ranged spell attacks while a creature is within 5 feet of you. Once per day, when you cast a spell that targets a single creature and requires an attack roll, you can change that spell to target a 10-foot radius blast in the range of the spell, making the attack against all creatures in range of the blast.

STAFF OF THE FAITHFUL ARCANIST

Staff, rare (requires attunement by a bard, cleric, or druid)

This alabaster staff is enchanted to reward those who use the words of magic in order to heal others. Once per day while holding this staff, when you cast the spell *healing word*, you can increase the spell level of that spell by two.

STAFF OF WIND

Staff, rare (requires attunement by spell caster)

This crystal staff is extremely light and allows one to command winds. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff, you can use an action to expend a charge to cast *gust of wind* using your spell save DC for the spell.

SUMMONER'S STAFF

Staff, rare (requires attunement by spell caster)

This wooden staff is adorned with hundreds of images of different creatures. Once per day while holding this staff, when you cast a spell that summons a creature or creatures, you can use a bonus action to increase the power of your summons. Your summoned creature or creatures from this spell add your spell casting modifier to their attack and damage rolls until there are dismissed or killed.

VERDANT STAFF

Staff, uncommon (requires attunement by a druid, sorcerer, or wizard)

This staff is comprised of twisted vines bound together by magic, tapping both into the arcane and the primal magics. This item is a +1 magical staff. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls.

TOMES

Magical tomes are a special kind of spell book; they have the limited ability to enhance the abilities of certain types of spells that put into them. They are considered to rare and powerful, so as such, are highly sought after. Tomes can only be used by wizards, as the unique nature of the spells inside have been modified by great and powerful arcane practitioners who honed their craft.

CONFOUNDING TOME

Tome, legendary (requires attunement by a wizard)

This tome's cover is bound with cloth. The inscriptions of the spells are written in a maze like pattern on the pages. Once per day while attuned to this tome, whenever you cast a wizard spell that creates a illusory image, you can either double the range of the spell or double the duration. A spell affected by this feature does not expend the spell slot used, so long as it was cast at its original spell slot level.

DECK OF SPELLS

Tome, very rare (requires attunement by a wizard)

Rather than a book, the spells are written onto a set of seemingly endless deck of cards. Every now and then, you will find a spell that you weren't expecting. Once per day while attuned to this tome, you may cast a spell that you did not prepare for this day.

DISPELLING TOME

Tome, rare (requires attunement by a wizard)

This tome seems extremely thin, but contains far more pages than its size would suggest. Once per day while attuned to this tome, whenever you cast the spell *dispel magic*, you can choose to either target 2 creatures in range with the spell, or decrease the save DC for ending higher level spell effects by 2.

SCRIBE'S NOTES

A useful item for any Conjurer. Perhaps I should consider hiring a few to clear out the traps from the Vaults...

FROZEN TOME

Tome, legendary (requires attunement by a wizard)

The cover of this tome is made of clear, never-melting ice that doesn't reveal the pages within. The tome is cold to the touch. Once per day while attuned to this tome, whenever you cast a wizard spell that deals cold damage, you can cause that cold damage to linger on the hit creature or creatures. They must make a Constitution saving throw equal to your spell save DC. On a failed save, their movement speed is reduced by half until they make a successful save at the end of their turn. A spell affected by this feature does not expend the spell slot used, so long as it was cast at its original spell slot level.

GOSSAMER TOME

Tome, rare (requires attunement by a wizard)

The thick, web strewn cover of this spell book is actually a nest of spiders that crawl across the surface of this spell book, avoiding your hands and never biting. Once per day while attuned to this tome, whenever you cast the spell *web* or *spider climb*, you can double the duration of the spell.

MORDENKAINEN'S TOME

Tome, very rare (requires attunement by a wizard)

This tomes cover displays a silver sword on the front. An examination of the spell book reveals that it is a study of Mordenkainen's spells, rather than written by him. Once per day while attuned to this tome, when you cast a spell that contains *Mordenkainen's* in the name, you may cast the spell without spending a spell slot.

SCRIBE'S NOTES

At first, sheer excitement at access to a powerful wizard's spells. Followed by the disappointment of discovering a work of fanatic. What a mine cart ride of emotions, as the dwarves say.

TOXIC TOME

Tome, legendary (requires attunement by a wizard)

This spell book is covered in snakeskin that seems to be constantly moving. Once per day while attuned to this spell book, when you cast a wizard spell that does any damage other than psychic or radiant damage, you can boost the spell to have a toxic effect. The damaged creature or creatures must make a Constitution saving throw equal to your spell save DC. On a failed save, they are poisoned until they make a successful save at the end of turn. A spell affected by this feature does not expend the spell slot used, so long as it was cast at its original spell slot level.

TOTEMS

A totem is special type of focus that was used by Primal classes in 4th edition. In 5th edition, they have be modified to provide bonuses to druids based on the totem type. They are considered to be druidic focuses for them as well, helping to boost their spells.

AVALANCHE'S WAKE TOTEM

Totem, legendary (requires attunement by a druid)

This jagged stone is covered in a thick bluish moss that is cold to the touch. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, when you hit with a druid spell that deals cold damage, you have force the creature to make a Constitution saving throw equal to your spell save DC. On a failed save, their movement speed is reduced by half until the end of your next turn. You must be holding on to this item to gain these effects.

BLOODHUNTER'S TOTEM

Totem, uncommon (requires attunement by a druid)

This totem appears to be a stone heart, that has life-like pulses thanks to the plants that grow within. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you hit with an attack while beast shaped, you can increase the damage done by 1d6. You must be holding on to this item to gain these effects.

BOAR'S CHARGE TOTEM

Totem, uncommon (requires attunement by a druid)

This boar tusk has tribal carving that help to enhance your beastly charges. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you use the charge feature while beast shaped, you can increase the damage done by 1d6. You must be holding on to this item to gain these effects.

BRONZEWOOD COILS TOTEM

Totem, very rare (requires attunement by a druid)

This coiled bronzewood totem is in the shape of a snake, mimicking the aspects of the World Serpent. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever a creature that you have grappled or restrained is required to make check to escape, you can use a reaction to increase your Strength (Athletics) check by an amount equal to your Wisdom modifier (min +1). You must be holding on to this item to gain these effects.

DIRE TOTEM

Totem, rare (requires attunement by a druid)

This wooden totem is carved with images of powerful and large animals. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you beast shape into a Giant or Dire animal, you can gain temporary hit points equal to your Wisdom modifier + this items enchantment bonus. These temporary hit points last until your beast shape ends. You must be holding on to this item to gain these effects.

EARTHFALL TOTEM

Totem, rare (requires attunement by a druid)

This totem is a broken branch that has a rough stone attached by vines. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you use a spell or attack that pushes, pulls, or knocks a creature prone, you deal an additional 1d6 damage to that creature until the end of your next turn. You must be holding on to this item to gain these effects.

FELL BEAST TOTEM

Totem, uncommon (requires attunement by a druid)

This totem is a mix of scorpion tails, snake fangs, and poisonous plants from the swamp. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, whenever you use a spell or attack that poisons a creature, you deal an additional 1d4 damage to that creature until the end of your next turn. You must be holding on to this item to gain these effects.

FLAMEHEART TOTEM

Totem, rare (requires attunement by a druid)

An ever burning ember is imbedded into this stone totem. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you have advantage on a creature for an attack roll, you can deal an additional 1d6 fire damage when you hit. You must be holding on to this item to gain these effects.

IRON BEAR TOTEM

Totem, rare (requires attunement by a druid)

This ironwood rod is covered in bearskin, and empowers your beast forms to protect allies. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, while in your beast shape form that is a medium creature or larger, you can use a bonus action to grant a +2 bonus to AC to all allied creatures within 5 feet of you until the end of your next turn. You must be holding on to this item to gain these effects.

LIFE RIVER TOTEM

Totem, very rare (requires attunement by a druid)

This totem is crafted from river weeds and driftwood. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever you cast a spell that heals a creatures hit points, you expend any number of hit dice to increase the healing done, adding the results of hit dice rolled to total amount of hit points restored. You must be holding on to this item to gain these effects.

NINE FURIES TOTEM

Totem, legendary (requires attunement by a druid)

This totem is made from horns, redwood, and bound with dried sinew from various creatures. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever deal damage to a creature with a spell or while in beast shape form, you can increase your next damage roll against the damaged creature by 1d12. You must be holding on to this item to gain these effects.

PANTHER TOTEM

Totem, rare (requires attunement by a druid)

This blackwood totem is shaped like a panther, and can increase your beast form's stealth. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you make a Dexterity (Stealth) check, you can increase the check by an amount equal to your Wisdom modifier (min +1). You must be holding on to this item to gain these effects.

RAZOR TALON TOTEM

Totem, very rare (requires attunement by a druid)

This totem is made from the talons of falcons or eagles and adds their deathly power to your beast's attacks. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While attuned to this item, whenever you are in your beast shape form, the critical range for your attack rolls is increases by 1. You must be holding on to this item to gain these effects.

ROARING BEAR TOTEM

Totem, uncommon (requires attunement by a druid)

This wooden totem is carved to appear like a bear claw. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, whenever you hit a creature while you are in your beast shape form of a medium or larger creature, you can force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, they are frightened of you until the end of your next turn. You must be holding on to this item to gain these effects.

TOTEM OF NATURE'S BALM

Totem, rare (requires attunement by a druid)

This totem is decorated with dried herbs that emanate a faint light when casting spells. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you cast a spell that restores hit points, you can also regain hit points equal to your Wisdom modifier. You must be holding on to this item to gain these effects.

TOTEM OF NEW BEGINNINGS

Totem, very rare (requires attunement by a druid)

This totem is made from a carved bone that changes color as your spells miss their mark. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever you cast a spell that requires a saving throw that a creature succeeded on, you can regain a level 2 or lower spell slot. You must be holding on to this item to gain these effects.

SCRIBE'S NOTES

I do not pretend to have an understanding of druidic magic. I do know there are similar spells between natural casters and those who study how to influence the Aether. Perhaps there is a prime source of all types of magic.

TOTEM OF AWAKENED BEAR

Totem, very rare (requires attunement by a druid)

This totem is carved to show the form of a yawning bear. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever you turn into your beast shape form, your first attack roll has advantage. You must be holding on to this item to gain these effects.

TOTEM OF THE CRASHING TIDE

Totem, very rare (requires attunement by a druid)

Constantly wet from some source, this conch shell totem depicts an ocean wave. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, whenever you use a spell or ability that pushes or pulls a creature, the next attack roll against the creature has advantage. You must be holding on to this item to gain these effects.

TOTEM OF THE HARRIER'S CLAWS

Totem, rare (requires attunement by a druid)

Owl feathers and talons are what this totem are comprised of, enchanted to grant you their powerful strikes. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you have advantage on an attack roll for a creature, you can increase the critical range of your attack roll by +1. You must be holding on to this item to gain these effects.



TOTEM OF THE NIGHT

Totem, rare (requires attunement by a druid)

This blackwood totem is shaped like a bat and grants you their mastery of the dark. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, you can use an action to cast *darkness*. You must be holding on to this item to gain these effects.

TOTEM OF THE RAVENOUS BEAST

Totem, rare (requires attunement by a druid)

This totem is smeared with the blood of various beasts and creatures. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you reduce a creature to zero hit points while in your beast shape form, you may use a bonus action to dash. You must be holding on to this item to gain these effects.

TOTEM OF THE SATYR'S DANCE

Totem, rare (requires attunement by a druid)

This twisted branch can easily be mistaken for a horn. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you cast a spell, you can grant an allied creature with 10 feet of you an increase to their walking speed of 5 feet until the end of their next turn. You must be holding on to this item to gain these effects.

TOTEM OF THE SCOURING WINDS

Totem, very rare (requires attunement by a druid)

This totem is a mix of sandstone and desert plants that summons a small sandstorm. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. 3 times per day while attuned to this item, you can use an action to summon a localized sandstorm. Every creature with a 10-foot radius of you must make a Strength saving throw equal to your spell save DC. On a failed save, they are pushed 10 feet away from you, and you gain a +1d6 bonus to your AC and saving throws from attacks and spells from that creature until the end of your next turn. You must be holding on to this item to gain these effects.

TOTEM OF THE WORLD TREE

Totem, legendary (requires attunement by a druid)

This oddly colored root is warm to the touch, and is assumed to be a part of the tree that feeds all life. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. While attuned to this item, whenever you roll a critical hit on an attack roll, all allied creatures within 15 feet of you gain temporary hit points equal to your Wisdom modifier. The critical range of your spell attack rolls is increase by 1. You must be holding on to this item to gain these effects.

TOTEM OF THUNDER'S KEEPER

Totem, uncommon (requires attunement by a druid)

This totem sports a face that animates to display an angry shout when certain spells are cast. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you hit with a spell that deals thunder damage, you can add your spell casting modifier to the damage roll. You must be holding on to this item to gain these effects.

TOTEM OF WINTER'S SCORN

Totem, rare (requires attunement by a druid)

Made from the branch of a winterfir tree, this totem boosts the power of icy spells. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, when you hit with a spell that deals cold damage, you can force the damaged creature to make a Strength saving throw equal to your spell save DC. On a failed save, they are restrained until the end of your next turn. You must be holding on to this item to gain these effects.

VENGEFUL SPIRIT TOTEM

Totem, rare (requires attunement by a druid)

This totem is inscribed with images of raging beasts. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, when you take damage in your beast shape form, you can use a reaction to give the creature that damaged you a penalty to their next attack roll equal to your spell casting modifier until the end of their next turn. You must be holding on to this item to gain these effects.

WILDFIRE TOTEM

Totem, uncommon (requires attunement by a druid)

This totem is warm to the touch, and slowly becomes charred as fire spells are released. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you hit with a spell that deals fire damage, you can force the damaged creature to make a Dexterity saving throw equal to your spell save DC. On a failed save, they take 1d4 fire damage at the start of their turns until they make the save at the end of their turn. You must be holding on to this item to gain these effects.



WINTERWOOD TOTEM

Totem, uncommon (requires attunement by a druid)

This wooden totem is covered in a perpetual layer of frost. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day while attuned to this item, when you hit with a spell that deals cold damage, you can add your spell casting modifier to the damage roll. You must be holding on to this item to gain these effects.

WANDS

The wands in 4th edition were used as a spell casting focus for spell casting classes. In the Adventurer's Vault 2, they also allowed players to cast spells from beyond their normal class. I have converted some of the spells from 4th edition in this book so that the wands can stay as close to the original as possible.

CURSING WAND

Wand, very rare (requires attunement by a spell caster)

Made of a dark yew wood stained with the ashes of suffered accidental deaths, this wand can bring bad luck to those who oppose you. This wand has 5 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *unluck* (save DC 17). You can expend additional charges to increase the spell level of the spell. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to ash and is destroyed.

UNLUCK

3rd-level enchantment

- **Casting Time:** 1 action
- **Range:** 25 feet
- **Components:** S, V, M (a black 4-leaf clover)
- **Duration:** Instantaneous

You say a short phrase of the worst case scenario for the creature you point at, warping the fate of the creature. The targeted creature must make a Wisdom saving throw. On a failed save, they take 2d8 necrotic damage. You then roll a d20 and save the result. You can use this result to replace any one attack roll, saving throw, or skill check the damaged creature makes before the end of their next turn.

At Higher Levels. Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell slot used above 3rd level.

DIAMOND WAND

Wand, uncommon (requires attunement by a spell caster)

This wooden wand is topped with a fragile looking gem at the tip. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *spike wire*. You can expend additional charges to increase the spell level of the spell. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

SPIKE WIRE

1st-level evocation

- **Casting Time:** 1 action
- **Range:** 25 feet
- **Components:** S, V, M (a small crystal)
- **Duration:** Instantaneous

You throw out a bundle of barded wire made of force, wrapping around the target that digs into their skin. Make a ranged spell attack. On hit, the creature takes 1d8 force damage, and until the end of the creature's next turn, they take an additional 1d4 force damage from melee attacks against them.

At Higher Levels. Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each spell slot used above 1st level.

HAWTHORN WAND

Wand, rare (requires attunement by a spell caster)

This pale wand has the ability to transfer luck around from creature to creature. This wand has 4 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *altered luck* (save DC 16). If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

ALTERED LUCK

1st-level divination

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

You create a burst of magic that transfers luck from one creature to another. Choose a point within range. A greenish burst light comes out at that location. Target one creature in a 10-foot radius to make a Wisdom saving throw. On a failed save, they suffer a 1d6 penalty to their saving throws until the end of their next turn. Pick a another creature within the 10-foot radius. They gain a 1d6 bonus to their saving throws until the end of their next turn.

IRON WAND

Wand, legendary (requires attunement by a spell caster)

This thick iron rod is actually an enchanted wand, dispute its appearance. This wand has 5 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *iron-hide infusion*. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

IRON-HIDE INFUSION

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, V, M (A scale of a bulette)

Duration: Concentration, for 1 minute

A gray energy bellows forth from your body, hardening the skin your allies and yourself. A 15-foot radius of gray energy centered on yourself bursts forth. You and each allied creature in range of the burst gain a +3 to their AC, and a -10 foot penalty to their movement speed for the spells duration.

MASTER'S WAND OF EYES OF THE VESTIGE

Wand, uncommon

This ebony wand is carved with a face and glowing green eyes. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *eyes of the vestige* (save DC 14).

EYES OF THE VESTIGE

Divination cantrip

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

Your eyes glow with a strange light that pries into the minds of your foes and digs out secrets. Target a creature in sight that is in range. The targeted creature must make a Wisdom saving throw. On a failed save, they take 1d6 psychic damage, and you learn the highest saving throw of the creature.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MASTER'S WAND OF ILLUSORY AMBUSH

Wand, uncommon

The red palm wand summons forth phantoms to harass your foes. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *illusory ambush* (save DC 14).

ILLUSORY AMBUSH

Illusion cantrip

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

You create a horde of illusionary assailants to swarm over your enemy. The targeted creature must make a Wisdom saving throw. On a failed save, they take 1d4 psychic damage and the next melee attack made against the creature has advantage until the end of their next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MASTER'S WAND OF MISDIRECTED MARK

Wand, uncommon

The spells casted from this wand seem to come from a different source. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *misdirected mark*.

SCRIBE'S NOTES

While I do see some benefits of directing a foe towards a more defensive ally, there are always risks with doing so. Use with caution.

MISDIRECTED MARK

Evocation cantrip

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

A bolt of force shoots forth from an allies' location, letting the attacked creature misunderstand the source of the attack. Make a ranged spell attack roll against the target. On hit, they take 1d4 force damage, then choose an allied creature in range. The damaged creature sees the attack come from the allied creature. The damaged creature suffers a -1d4 penalty to attack rolls made against creatures other than the chosen ally until the end of their next turn.

The spell's damage and penalty increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MASTER'S WAND OF PHANTOM BOLT

Wand, uncommon

This smoky amber wands seems to shoot bolts of fire, but they are actually illusions. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *phantom bolt* (save DC 14).

PHANTOM BOLT

Illusion cantrip

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

You wave your hand and what appears to be a bolt made of fire is actually an illusion, that tricks the foe to move as if they were blasted back. The targeted creature must make a Wisdom saving throw. On a failed save, they take 1d8 psychic damage and are pushed 5 feet away.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MASTER'S WAND OF SPITEFUL GLAMOR

Wand, uncommon

This wand emanates with a dark force that can be focused on by the wielder. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *spiteful glamor* (save DC 14).

SPITEFUL GLAMOR

Evocation cantrip

Casting Time: 1 action

Range: 50 feet

Components: S, V

Duration: Instantaneous

You attempt to dig out the mind of a weakened creature. The targeted creature must make a Wisdom saving throw. On a failed save, they take 1d8 psychic damage. If the target is missing any of its hit points, it instead takes 1d12 psychic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

MASTER'S WAND OF VICIOUS MOCKERY

Wand, uncommon

Simply holding this wand makes you feel much wittier. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *vicious mockery* (save DC 14).

SCRIBE'S NOTES

A wand that allows you to have witty comebacks that can psychically damage others. Best to keep this out of the hands of any pompous nobleman.

SHARPSHOOTER'S WAND

Wand, rare (requires attunement by a spell caster)

This wand allows you change the shape of the spell that is stored within it. This wand has 4 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *shock sphere*. You can expend an additional charge to decrease the size of the *shock sphere* to only hit a single target, and cause the targeted creature to roll their saving throw with disadvantage. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

SHOCK SPHERE

1st-level evocation

- **Casting Time:** 1 action
- **Range:** 50 feet (5-foot radius)
- **Components:** S, V, M (sapphire gem wrapped in copper wire)
- **Duration:** Instantaneous

You release a ball of electrical energy that creates a small burst of lighting upon impact. Each creature in a 5-foot radius must make a Dexterity saving throw. On a failed save, they take 2d6 lightning damage, or half as much on a successful save.

At Higher Levels. Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each spell slot used above 1st level.

SHIELDING WAND

Wand, uncommon (requires attunement by a spell caster)

This wand can emit a cube of force that both harms and protects. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *shielding cube*. You can expend additional charges to increase the spell level of the spell by 1 for each additional charge used. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to rust and is destroyed.

SHIELDING CUBE

1st-level abjuration

- **Casting Time:** 1 action
- **Range:** 50 feet (5-foot radius)
- **Components:** S, V, M (an iron cube inscribed with runes)
- **Duration:** Instantaneous

A small cube of force inscribed with runes flies out and bashes into the foe, warding allies against attacks from the creature. Make a ranged spell attack. On hit, the creature takes 1d4 force damage and has disadvantage on melee attacks made against allied creatures until the end of their next turn.

At Higher Levels. Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each spell slot used above 1st level.

WAND OF ALLURE

Wand, uncommon (requires attunement by a spell caster)

This golden wood wand increases your charm to a spellbinding point. This wand has 3 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *fast friends*. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to rust and is destroyed.

FAST FRIENDS

1st-level enchantment

- **Casting Time:** 1 action
- **Range:** 25 feet
- **Components:** S, V
- **Duration:** Instantaneous

You make a magically enhanced convincing argument against attacking you or an ally. The targeted creature must be able to hear you and understand your language. The targeted creature makes a Wisdom saving throw. On a failed save, choose yourself or an allied creature in sight. The affected creature cannot attack or cast spells at the chosen creature until the end of your next turn. This effect ends early if they receive damage from your chosen creature.

WAND OF APTITUDE

Wand, rare (requires attunement by a spell caster)

This lacewood wand has the power to push you and your allies beyond their normal limits. This wand has 4 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *inspire competence*. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to rust and is destroyed.

INSPIRE COMPETENCE

1st-level enchantment

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** S, V, M (a object or page of information related to the chosen skill, which the spell consumes)
- **Duration:** Concentration, up to 1 minute

You magically enhance your speech, allowing you and others around you to fully grasp the nuances of a particular skill. Whenever you use a help action for a skill check during the spells duration, the creature can make the skill check as if they were proficient in that skill.

WAND OF THUNDEROUS ANGUISH

Wand, very rare

This buzzing redwood wand crackles with thunderous energy when used. This wand has 5 charges, and regains 1 charge at dawn. While holding this wand, you can use an action to expend a charge to cast the spell *distracting shout*. You can expend additional charges to increase the spell level of the spell by 1 for each additional charge used. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

DISTRACTING SHOUT

3rd-level Evocation

- Casting Time:** 1 action
- Range:** 50 feet
- Components:** V
- Duration:** Instantaneous

You shout at a creature with such force that their attention is focused on you. The targeted creature must make a Wisdom saving throw. On a failed save, they suffer 3d8 thunder damage and have disadvantage on opportunity attacks until the start of their next turn. They take half as much damage on a successful save and suffer no penalty.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell level above 3rd.

SHIELDS AND BRACERS

4th edition had a tendency to lump together things that went on your forearm area, so I am doing the same here. These shields, unsurprisingly, tended to help with defensive effects, so I kept those the best I could. Bracers seem to have a bit more variety, but also tend to focus on defense.

ABSORBING SHIELD

Armor (shield), very rare (requires attunement)

This steel shield has the ability to draw in a spell that targets a wide area. 3 times per day while wielding this shield when you successfully save against a spell that targets an area rather than a single target, you can use a reaction to absorb the spell into the shield, causes all other creatures affected by the spell to be unaffected.

ANKHMON'S BRACERS

Wondrous item, legendary (requires attunement)

These platinum bracers have an eye symbol engulfed in flames on the front. Whenever you hit with a spell attack roll that has advantage while wearing these bracers, you can add 1d10 fire damage to the damage roll. You also heal hit points equal to the amount of fire damage done by these bracers.

BARRAGE BRACERS

Wondrous item, rare (requires attunement)

These bracers reward you for hitting the same opponent over and over. While wearing these bracers whenever you hit with a melee attack, you gain a +1d4 bonus to your next attack roll against the same creature until the end of your turn.



BLOODHOUND BRACERS

Wondrous item, very rare

Wearing these bracers allow you to easily track down targets. While wearing these bracers, you gain a +1d10 bonus to Wisdom (Survival) checks made to track a creature.

CHARM BRACELET

Wondrous item, rare (requires attunement)

This simple bracelet has arcane charms hanging from it that allow you to share in the good luck of foes. Twice per day while wearing this bracelet, whenever a hostile creature in sight succeeds on a saving throw, you gain advantage on your next attack roll against that creature until the end of your next turn.

CLIMBER'S BRACERS

Wondrous item, very rare (requires attunement)

This rough leather bracers make it much easier to climb. While wearing these bracers, you gain a climbing speed equal to your walking speed. You also have advantage on Strength (Athletics) checks made to climb.

DEATHWARD SHIELD

Armor (shield), very rare (requires attunement)

This ebony shield has adamantine studs that help to protect you from dark energy attacks. Twice per day while wielding this shield, whenever you are hit with an attack that does necrotic damage, you can use a reaction to gain immunity to necrotic damage until the start of your next turn.

EXECUTIONER'S BRACERS

Wondrous item, uncommon (requires attunement)

These gold bracers help to hit harder when you make a critical hit. While wearing these bracers, whenever you hit with a critical hit with a melee attack, you can add a 1d4 bonus to the damage roll.



FLAMEWARD SHIELD

Armor (shield), very rare (requires attunement)

This deep red shield has styled golden flames on the front. Twice per day while wielding this shield, whenever you are hit with an attack that does fire damage, you can use a reaction to gain immunity to fire damage until the start of your next turn.

FORCE SHIELD

Armor (shield), rare

This shield only has a handle and the plates of the shield are covered entirely by a force that last until you are hit. While wielding this shield, you gain a +2 to your AC and saving throws until you take damage, afterwards the force dissipates. The force is restored after a long or short rest.

FROST CHARGER BRACERS

Wondrous item, rare (requires attunement)

These bracers are made from a mix of steel and leather, and are always covered in a thin layer of frost. While wearing these bracers, whenever you hit with a melee attack after using your full walking speed on your turn, you deal additional cold damage with your attack equal to your Strength modifier.

KEEPER'S SHIELD

Armor (shield), rare (requires attunement)

This black iron shield is enchanted and designed in order to help protect your allies who attack long ranged. While wielding this shield, whenever an allied creature makes a ranged attack while within 5 feet of you, they can add this shield's AC bonus to their AC until start of your next turn.

LUNIA'S BRACELET

Wondrous item, uncommon (requires attunement)

This silver bracelet is adorned with star and moon shaped charms that are enchanted against shape changers. Once per day while wearing this bracelet, when you hit a creature with a weapon attack, you can force a creature back into its original form. If the shape change is based on an ability, it immediately ends. If the shape change is based on a spell, the caster must make a concentration check with disadvantage.

PRESERVATION SHIELD

Armor (shield), uncommon (requires attunement)

This shield is comprised of a light wood that displays an insignia of two crossed arrows, one green and one red. Once per day while wielding this shield, you can use a bonus action to grant you and each allied creature within 5 feet of you temporary hit points equal to your Constitution modifier for the next hour.

RHINO BRACERS

Wondrous item, very rare (requires attunement)

These gray leather bracers increase your attacks with the power of a charging beast. While wearing these bracers, whenever you hit with a melee attack after using your full walking speed on your turn, you deal additional an 1d10 damage with your attack.

SERPENTINE BRACERS

Wondrous item, legendary (requires attunement by a rogue)

These metal bracers resemble coiled snakes and empower your hidden strikes with venom. While wearing these bracers, whenever you deal damage with the Sneak Attack feature, you deal an additional 2d8 poison damage.

SHIELD OF SILVER LIGHT

Armor (shield), uncommon (requires attunement)

This polished silver shield can shed a light that is a bane to lycanthropes. Once per day while wielding this shield, you can use a bonus action to cause the shield to shed light like a torch. The light lasts for 1 hour. Any creature who is being touched by the light considers their weapon attacks to have the silvered property.

SHIELD OF ULTIMATE PROTECTION

Armor (shield), artifact (requires attunement)

This gold and silver shield can enchant you against all damage for a time. Once per day while wielding this shield, you can use a bonus action to gain the effects of the *invulnerability* spell for 15 second (3 rounds).

STORMWARD SHIELD

Armor (shield), very rare (requires attunement)

This copper trimmed shield's front tapers to a sharp point. 3 times per day while wielding this shield, whenever you are hit with an attack that deals lightning damage, you can use a reaction to grant yourself and all allies within 10 feet of you resistance to lightning damage until the end of your next turn.

TRAPPING SHIELD

Armor (shield), legendary (requires attunement)

The front of this shield can open a portal that can trap foes inside of the shield for a time. This shield has 5 charges and regains 1 charge at dawn. While wielding this shield, you can use an action to expend a charge and cast the spell *banishment* (save DC 19) on a creature within 5 feet of you without concentration.

VORTEX SHIELD

Armor (shield), very rare (requires attunement)

The front of this shield has spiral runes that draws large attacks to it. While wielding this shield when you successfully save against a spell that targets an area rather than a single target, all allied creatures who are affected by the same spell gain advantage on their saving throws for the spell.

WINTERWARD SHIELD

Armor (shield), very rare (requires attunement)

This silver shield is covered in wintery designs that make the shield cold as ice. Twice per day while wielding this shield, whenever you are hit with an attack that does cold damage, you can use a reaction to gain immunity to cold damage until the start of your next turn.

FEET ITEMS

BOOTS OF BLOOD

Wondrous item, very rare (requires attunement)

These red leather boots help to boost your speed when blood is spilled on them. 3 times per day while wearing these boots, whenever you take damage from an attack, you can use a reaction to move your walking speed.

BOOTS OF BOUNDING

Wondrous item, rare

These canvas boots are super light, helping to greatly increase your jumping length. While wearing these boots, you can make long jumps as if you had moved at least 10 feet, regardless if you are standing still or not.

BOOTS OF RAPID MOTION

Wondrous item, uncommon (requires attunement)

These polished leather boots make you hard to pin down. While wearing these boots, your walking speed is increased by 5 feet, and you gain a +1d4 bonus to your Dexterity saving throws.

BOOTS OF SURGING SPEED

Wondrous item, rare (requires attunement by a fighter)

These boots put a spring in your steps when you need a moment to breathe. While wearing these boots when you use your second wind, you can move up to half your walking speed.

BOOTS OF UNCHECKED PASSAGE

Wondrous item, rare (requires attunement)

These steel-toe boots allow you to move through foes without worry. Twice per day while wearing these boots, you can move through enemy spaces and don't provoke opportunity attacks until the end of your turn.



CLEARING CLEATS

Wondrous item, legendary (requires attunement)

These boots allow you to warp the terrain around you, allowing for ease of passage for you and your allies. Once per day while wearing these boots, you can stomp your boots on the ground in order to warp the terrain, causing a 25-foot radius of normal terrain that follows you for an hour. This cancels the effects of harmful and difficult terrain, such as spikes or lava.

FEY WARRIOR'S BOOTS

Wondrous item, legendary (requires attunement)

These leaf-covered boots allow one to step in and out of the Feywild. While wearing these boots, you gain a +1d10 to your Dexterity saving throws. When you use your movement, you can teleport up to 15 feet away to a location you can see first instead of using your normal movement.

GREAVES OF FORTUNATE FALLING

Wondrous item, rare

These gray bands help to guide where you fall. While wearing these boots whenever you fall prone (including when you call unconscious), you can choose to fall prone in any unoccupied space within 5 feet of you. Attacks made against you while prone do not grant advantage.

RIDING BOOTS

Wondrous item, uncommon

These knee-high boots are good looking and boost your mounts speed. While wearing these boots while you are mounted, your mounts walking speed is increased by 5 feet.

SANDWALKER BOOTS

Wondrous item, very rare (requires attunement)

These buckskin boots allow you to move through sand as if it was water. While wearing these boots, you gain a burrow speed of 30 feet in sand. You also can breathe sand as if it was air.

SURVIVOR'S BOOT

Wondrous item, very rare

These rough hide boots are enchanted and crafted to help you survive until you can rest. While wearing these boots when you no longer have any remaining hit dice, you no longer provoke opportunity attacks while moving and don't have disadvantage on attack rolls when using ranged attacks on a hostile creature within 5 feet of you.

HAND ITEMS

FEINTING GLOVES

Wondrous item, rare (requires attunement)

Made of a fine black silk, these gloves make it easier to distract an opponent. Twice per day while wearing these gloves, you can use a bonus action to attempt to feint an attack against a creature. Make a Charisma (Performance) check vs. the creature's Wisdom (Insight) check. If you succeed, you have advantage on your next attack roll against the creature.

GAUNTLETS OF BLOOD

Wondrous item, uncommon (requires attunement)

Blood drawn from weapons can be drawn into these iron gauntlets to empower your strikes. Once per day while wearing these gauntlets, whenever you deal damage with a melee weapon to a creature, you can increase the damage done by 1d6.

GAUNTLETS OF DISCONTINUITY

Wondrous item, rare

The arcane runes found on these gauntlets can disrupt teleportation. Twice per day while wearing these gauntlets whenever a creature teleports to be within 10 feet of you, you can use a reaction to negate the teleportation.

GAUNTLETS OF DIMENSIONAL GRASP

Wondrous item, very rare (requires attunement)

These skin-tight gloves allow you to create small portals that will fit your hands. These gloves have 5 charges and regain one charge at dawn. While wearing these gloves, you can expend a charge in order to reach out and grab something within 25 feet of you that you can see, with your hand going into a portal and reappearing within a space in sight with range. You cannot take anything larger than your hand back through the portal.

GLOVES OF GRACE

Wondrous item, uncommon (requires attunement)

These gloves can help assist an ally who is suffering. Once per day while wearing these gauntlets, you can cast the spell *lesser restoration*.

GLOVES OF ICE

Wondrous item, rare (requires attunement)

These gloves are covered with a thin layer of ice that don't make your hands cold. While wearing these gloves, choose one of the following benefits:

You gain resistance to cold damage

Your melee weapon attacks deal an additional 1d6 cold damage

You can use a bonus action to change the benefit of these gloves.

GLOVES OF MISSILE AVOIDANCE

Wondrous item, rare (requires attunement)

Wearing these black leather gloves gives you an aura of force that help protect you against projectiles. Twice per day while wearing these gloves when you are being targeted by a ranged attack, you can use a reaction to increase your AC and Dexterity Saving throw by +1d6 against that attack.

GREAT HERO'S GAUNTLETS

Wondrous item, artifact (requires attunement by a fighter)

These heavy steel gauntlets are often talked about in stories of great heroes who battles continued long after the point that normal mortal men would break. While wearing these gauntlets, your attack rolls gain a +1d6 bonus. Whenever you use an action surge to make additional attacks against a creature, you gain an additional +1d6 to the attack roll. Whenever you use an action surge to make additional attacks against a creature, and the attack hits the creature, you gain temporary hit points equal to the amount of damage dealt to the creature with the attacks. The temporary hit points last until your next long rest.

GRIZZLY GAUNTLETS

Wondrous item, rare

These gauntlets are covered in bear fur and are enchanted to grant you their power. While wearing these gloves, you gain a +1d6 bonus to Strength (Athletics) checks made to prevent escapes from grapples and being disarmed, as well as to Dexterity (Acrobatics) checks made to grab something while falling.

HERO'S GAUNTLETS

Wondrous item, legendary (requires attunement by a fighter)

These gauntlets have been worn by heroes of the past who helped to save countries. While wearing these gauntlets, your attack rolls gain a +1d4 bonus. Whenever you use an action surge to make additional attacks against a creature, you gain an additional +1d4 to the attack roll. Whenever you use an action surge to make additional attacks against a creature, and the attack hits the creature, you gain temporary hit points equal to the amount of damage dealt to the creature with the attacks. The temporary hit points last until your next long or short rest.



HROTHMAR'S GAUNTLETS

Wondrous item, legendary (requires attunement)

These massive black iron gauntlets with red iron studs are made from a legendary meteorite, and are thought to have been used to bring down a titan. While wearing these gloves, your ranged attacks don't have disadvantage while you have a hostile creature within 5 feet of you. 3 times per day as a bonus action, you can slam your hands onto the ground for a seismic slam. You slam the ground, creating a 20-radius of force around you. Each creature (excluding yourself), who is standing on the ground in range must make a DC 20 Dexterity saving throw. On a failed save, they are knocked prone.

ILLUSIONIST'S GLOVES

Wondrous item, rare (requires attunement by a spell caster)

These gloves have a slight shimmering effect and boost the effectiveness of illusion spells. Twice per day while wearing these gloves when you cast an illusion school spell, you can use a bonus action to impose a -1d6 penalty to the saving throws of creatures who are being affected by your illusion spell.

MANY-FINGERED GLOVES

Wondrous item, legendary

These gloves are extremely simple in design, but contain an extremely powerful magic within them. While wearing these gloves, you can attune to an additional magic item, so long as that additional magic item is a ring.

POISON GLOVES

Wondrous item, rare

This set of gloves are designed to appear normal, but are in fact an assassin's best friend. While wearing these gloves, you can use a bonus action to store a single dose of poison within them. These gloves can only hold one dose of poison at a time. As a bonus action, you can apply the poison to a weapon or 5 pieces of ammunition that you are holding, expending the poison stored in the gloves.

HEAD ITEMS

BEAR HEADDRESS

Wondrous item, rare (requires attunement by a druid)

This headdress is made from a cured bear head and aids your transformations. While wearing this headdress while in your beast shape form, you gain a +1d6 bonus to your Wisdom saving throws.



CHIMERA HEADDRESS

Wondrous item, very rare (requires attunement by a barbarian or druid)

Three miniature heads of a chimera adorn this headgear, granting you one of three abilities. While wearing this headdress, you can choose one of the following benefits to gain. You gain this benefit until your next long rest.

3 times per day while wearing this headdress when you hit a creature with a critical hit, they begin to bleed heavily from the wound, dealing additional 1d10 damage at the start of their turns until they succeed a DC 18 Constitution saving throw at the end of their turn.

3 times per day while wearing this headdress when you move your full movement speed, your next attack does an additional 2d10 damage.

3 times per day while wearing this headdress, you can use a bonus action to gain resistance to cold, lightning, and poison damage until the start of your next turn.

CIRCLLET OF CONTINUITY

Wondrous item, rare (requires attunement)

This circlet is comprised of a coiled platinum strings that are embedded with topaz, helping to maintain concentration. While wearing this circlet, you gain a +1d4 bonus for saving throws against being stunned. You also gain a +1d4 bonus on Constitution saving throws made for concentration.

CROWN OF EQUILIBRIUM

Wondrous item, very rare (requires attunement)

This thick copper headband can be used to help your allies when your foes are successful. This headband starts with zero charges, and only gains a charge when a hostile creature succeeds on a saving throw against a spell or you miss an attack you make against them. There is no limit to the number of charges this crown can hold, but all charges are lost after a long rest. When an allied creature within sight is required to make a saving throw, you can use a reaction to expend a number of charges granting them a +1d8 bonus to their roll equal to the number of charges expended.

CROWN OF VICTORY

Wondrous item, artifact (requires attunement by a fighter)

This platinum crown was once worn by a legendary warrior king. While wearing this crown, the amount of action surges you can use is doubled. You may also use any number of action surges on a single turn. If you have no use of action surges at the beginning of an encounter, you regain the use of a single action surge. Using more than two action surges on a single turn results in you gaining a point of exhaustion at the end of your turn, due to the tax on your body it costs.

CYCLOPS HELM

Wondrous item, legendary (requires attunement)

This mithral helm is adorned with a central eye-like gem in the forehead that reveals hidden creatures. While wearing this helm, you gain a +1d10 bonus to Wisdom (Perception) checks. Wearing this helm also allows you to see invisible creatures. 3 times per day you can use a bonus action to target an invisible creature in sight, and force them to become visible as the eye-like gem glows to reveal their true form. The affected creature is visible until they succeed a DC 20 Wisdom saving throw at the end of their turn.

ESSENCE OF THE WISP

Wondrous item, legendary (requires attunement)

This blue glowing ball of light floats around your head and draws in long ranged attacks. While wearing this item, it floats 1 foot around your head and emits 10 feet of dim light around you. While wearing this item, you gain a +1d6 bonus to Charisma checks. Whenever you are hit with a ranged attack, you can use reaction have the attacker make a DC 18 Wisdom saving throw. On a failed save, they take 2d6 psychic damage and are pulled 10 feet towards you.

FEY-BLESSED CIRCLET

Wondrous item, rare (requires attunement)

This circlet is comprised of silver and moonstone and grants to you a small boon of protection. While wearing this circlet, you gain temporary hit points at the start of each encounter equal to your Charisma modifier. These temporary hit points last for 1 minute.

FIREBIRD

Wondrous item, legendary (requires attunement)

A small blaze in the shape of a bird floats around your head and boosts your fiery attacks. While wearing this item, it floats 1 foot around your head and emits torch light around you. While wearing this item, your fire attacks and spells deal an additional 1d6 fire damage. Whenever you are hit with a ranged attack, you can use reaction have the attacker make a DC 18 Dexterity saving throw. On a failed save, they take 1d12 fire damage.



GIBBERING LUMP

Wondrous item, legendary (requires attunement)

This tiny lump of flesh appears to be a modified gibbering moulder that floats around your head. While wearing this item, it floats 1 foot around your head and emits quiet grows occasionally. While wearing this item, you gain a +1d6 bonus to your Wisdom saving throws. Whenever you make a Wisdom saving throw from a spell or attack, you can use reaction have the attacker make a DC 18 Wisdom saving throw. On a failed save, they take 2d12 psychic damage, or half as much on a successful save as the lump of flesh releases a psychic scream.

LENSES OF THE LUMINARY

Wondrous item, legendary (requires attunement)

Many multicolor lenses float around your head, helping to improve your vision. While wearing this item, 3 multicolor stones float 1 foot around your head. While wearing this item, you gain darkvision of 60 feet. This item has 3 charges, and regains 1 charge at dawn. While wearing this item, you can use a bonus action to expend a number of charges to use the following features:

1 charge: You learn the resistances and vulnerabilities of a creature in sight.

1 charge: You gain a +1d10 bonus to your next Wisdom (Perception) check.

2 charges: You gain truesight of 30 feet for the next hour.

PHILOSOPHER'S CROWN

Wondrous item, rare (requires attunement)

This golden crown is decorated with intricate runes that help to boost your breadth of knowledge. While wearing this item, you gain a 1d4 bonus to Intelligence (Arcana), Intelligence (History), Intelligence (Nature), and Intelligence (Religion) checks. Once per day you can make a Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion) check with advantage.

SACRED MASK

Wondrous item, rare (requires attunement by a cleric or paladin)

This white mask has a gold inlay and is modeled to be shaped like a celestial's face. Whenever you use a Channel Divinity while wearing this mask, you deal an additional 1d6 radiant damage against undead creatures and your critical range for your attacks against undead is increased by 2 until the end of your next turn.

NECK ITEMS

AMULET OF DOUBLE FORTUNE

Wondrous item, uncommon

Wearing this amulet tends to lead to even better luck for those who are already lucky. Once per day while wearing this amulet, whenever you roll a critical hit on a creature, you have advantage on the next attack roll, skill check, or saving throw you make within 1 minute.

AMULET OF ELEGY

Wondrous item, uncommon (requires attunement)

This amulet allows you to empower your voice when spell casting with a sadness that can distract your foes. Once per day while wearing this amulet when you cast a spell that requires a saving throw, you can use a bonus action to give the targeted creature or creatures a penalty to their saving throws for your spell equal to your Charisma modifier.

AMULET OF VIGOR

Wondrous item, rare (requires attunement by a fighter)

This silver amulet has a prayer for health that boosts your vigor. Once per day while wearing this amulet when you use the second wind feature, you heal an additional 1d10 hit points.

AMULET OF WARDING

Wondrous item, uncommon (requires attunement)

This bronze amulet is polished to a mirror finish that reflects your armor onto a nearby ally. Once per day while wearing this amulet when an allied creature within 5 feet of you is attacked, you can use a reaction to have that ally's AC equal your AC until the start of your next turn.

ASSASSIN'S CLOAK

Wondrous item, very rare (requires attunement)

This black cloak can swallow you up, hiding you from sight and deafening your sounds. While wearing this cloak, you make your Dexterity (Stealth) checks with advantage. Twice per day while wearing this cloak, you can cast the spell *invisibility*.

BLOODGEM SHARD

Wondrous item, legendary (requires attunement)

This badge is adorned with a blood-red ruby that absorbs life-force in order to help bolster your defenses. This badge starts with no charges and gains 1 charge whenever you kill a medium or larger creature. This badge can hold a maximum of 3 charges, and loses all charges after a long rest. While wearing this badge, you can expend any number of charges to gain a +1d6 bonus to your saving throws equal to the number of charges you expend.

BRALANI CLOAK

Wondrous item, legendary (requires attunement)

This Feywild cloak teleports you and calls upon the wind to lift you off the ground. 3 times per day while wearing this cloak, you can use your movement to teleport up to your walking speed away to a location you can see. After you teleport, you gain a fly (hover) speed of 40 feet until the end of your next turn.



CHAOS CLOAK

Wondrous item, very rare (requires attunement)

This cloak comes in a variety of colors and is covered in warts and bumps similar to slaad skin. While wearing this cloak, you gain resistance to damage done by elemental type creatures. 3 times per day when you are fail a Constitution, Dexterity, or Wisdom saving throw due to a spell, you can use a reaction to roll a d6 to have one of the following effects take place:

- 1-2: You take half damage from the spell.
- 3-4: You teleport 20 feet to an unoccupied space you can see.
- 5-6: The creature who cast the spell takes damage equal to the damage you took from the spell.

CLOAK OF THE DESERT

Wondrous item, rare (requires attunement)

This tan cloak bends in perfectly with a desert environment. Once per day while wearing this cloak, you can use an action to summon a localized sandstorm that surrounds a 10-foot radius around you. The sandstorm follows you for 3 rounds (18 seconds). You are considered to be lightly obscured while inside of the sandstorm. Whenever a creature enters or starts their turn in the sandstorm, they must make a DC 16 Constitution saving throw. On a failed save they take 1d6 bludgeoning damage from the sand and are blinded until the end of their next turn.

CLOAK OF THE SHADOWTHIEF

Wondrous item, legendary (requires attunement)

This cloak pulls shadows from the nearby environment and wraps them around you to obfuscate your movements. While wearing this cloak, you have advantage on attack rolls on creatures who consider you to have at least 1/2 cover. Creatures who consider you to have at least 1/2 cover make Wisdom (Perception) checks to spot you with disadvantage.

CLOAK OF TRANSLOCATION

Wondrous item, rare (requires attunement)

This silver-white cloak is enchanted in order to be able to protect you whenever you teleport. Twice per day while wearing this cloak, when you use a feature or spell that allows you to teleport, you gain a +1d6 bonus to your AC and Dexterity saving throws until the end of your next turn after teleporting.

COURTIER'S CAPE

Wondrous item, rare (requires attunement)

Simply wearing this short silk cape seems to boost your confidence. While wearing this cape, you gain a +1d4 bonus to Charisma checks. Once per day when you are targeted by a spell or attack that causes a charm or fear effect, you can use a reaction to force the attacker to make a DC 16 Charisma save. On a failed save, the spell or attack targets a creature of your choice within 25 feet of you.

FROSTWOLF PELT

Wondrous item, uncommon (requires attunement)

This cloak is made from the pelt of a white frost wolf and helps to protect you from the cold. While wearing this cloak, you have resistance to cold damage and extreme cold environments

LIFESAVING BROOCH

Wondrous item, uncommon

This small red and white pin helps your allies keep you alive. While wearing this brooch, creatures have advantage on Wisdom (Medicine) checks made to stabilize you.

LUCKY CHARM

Wondrous item, uncommon

This charm just seems to be a rabbit's foot that has an enchanted case. Once per day while wearing this charm, you can add 1d6 to any attack roll, ability check, or saving throw you make.

MEDALLION OF THE MIND

Wondrous item, very rare (requires attunement)

This amethyst eye medallion allows you to speak into the minds of creatures. While wearing this medallion, you can communicate telepathically with any creature you can see. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. The creature is able to respond back with you telepathically. The psychic communication also counts as a creature being able to hear you for purpose of a spell requirement.

MEDIC'S AMULET

Wondrous item, rare (requires attunement)

The amulet helps medics bring their allies back to life when wounded. Twice per day while wearing this amulet, whenever you use a healing spell or make a Wisdom (Medicine) check to stabilize a creature, the creature also heals an additional 1d4 hit points.

NECKLACE OF KEYS

Wondrous item, uncommon

This metal chain has several keys attached to it that can unlock portals. This necklace has 3 keys on it can be pulled off and used as an action. You put the key into the air and you teleport 15 feet away to a location you can see.

ORC'S-EYES AMULET

Wondrous item, rare (requires attunement)

This amulet contains a preserved orcish eye inside of a pouch that is enchanted to call upon their endless endurance. Twice per day while wearing this amulet when you take damage from an attack, you can use a reaction to gain temporary hit points equal to 1d6 + your Constitution modifier. The temporary hit points last for 1 minute.

SEASHIMMER CLOAK

Wondrous item, very rare (requires attunement)

This light blue cloak has phantom rivulets of water steaming down the cloak. While wearing this cloak, you gain a swim speed equal to your walk speed and can breath underwater. Twice per day when you take damage from an attack, you can use a reaction to take half damage from the attack and take on a water-like form, allowing you to move through a space as narrow as 1 inch wide without squeezing until the end of your next turn.

SHROUD OF RAVENS

Wondrous item, very rare (requires attunement)

This black hooded cloak allows you to transform into a murder of ravens. 3 times per day while wearing this cloak, you can use an action to polymorph into a swarm of ravens for 5 minutes, following the rules of the polymorph spell. The swarm contains 12 ravens with 2 hit points each. Each raven of the swarm shares all senses with each other, and cannot separate from each other further than 10 feet, otherwise the spell ends early. You can command each raven to carry a single item each that an ordinary raven could carry. The polymorph ends once the last raven has been destroyed or the duration ends.

SOUL SHARD TALISMAN

Wondrous item, legendary (requires attunement)

This black metal pendant draws the life-force of slain creatures, emanating a thin blue smoke with doing so. This pendant starts with no charges and gains 1 charge whenever you kill a medium or larger creature. This badge can hold a maximum of 3 charges, and loses all charges after a long rest. While wearing this badge, you can expend a charge and regain 2d6 hit points.

TALISMAN OF TERROR

Wondrous item, rare (requires attunement)

This amulet displays a face of absolute horror. Twice per day while wearing this amulet, whenever you cast a spell that can cause a creature to become frightened, you can impose a -1d4 penalty to the creature's saving throw.

TIMELESS LOCKET

Wondrous item, very rare (requires attunement)

The golden locket contains a small ticking time piece that is enchanted to boost your speed. While wearing this locket, you gain a +1d6 bonus to your initiative checks. Once per day, you can use a bonus action to gain an additional action.

RINGS

Once again, rings from 4th edition are typically meant for higher level characters. I tried to make them more balance overall, so some rings may be much weaker versions than the ones in 4th edition.

ALLIANCE BAND

Ring, rare (requires attunement)

This silver ring has a decorative interlocking design that symbolizes the bond between allies. Twice per day while wearing this ring, you can use an action to touch a creature and expend a hit die to heal that creature an amount equal to the amount of the hit die result.

CROWN OF THE DREAM KING

Ring, very rare (requires attunement)

This gold ring is designed to appear like a crown, adorned with tiny gems to match. While wearing this ring, you have resistance to psychic damage, and advantage on saving throws for illusion spells.

DAUNTLESS CHAMPION RING

Ring, artifact (requires attunement)

This mithral band is inscribed with runes of multiple languages such as Celestial, Infernal, and Primordial. While wearing this ring, you gain a 1d6 bonus the following rolls: initiative checks, attack rolls, damage rolls, skill checks, and saving throws.

DEATH SONG RING

Ring, rare

This ring lets out a dirge of the fading breath of life that emanates out when the wearer is near death. While wearing this ring whenever you make a death saving throw, all hostile creatures within a 15-foot radius of you must make a DC 15 Constitution saving throw as the song rings out. On a failed save, the creature takes 2d6 necrotic damage.

DEATH SPIRAL RING

Ring, very rare (requires attunement)

This black metal rings seems to spiral around and bends space to assist allies. 3 times per day while wearing this ring, whenever an allied creature within 50 feet that you can see drops to zero hit points, you can use a reaction to teleport to a unoccupied space within 5 feet of the ally.

GRACE RING OF LIGHTNING

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by sparking energy to form this ring. Once per day while wearing this ring, you can use an action to cast *lightning bolt* (save DC 16),

SCRIBE'S NOTES

There are several of these rings that are bound via different types of magic. An interesting design choice, since rings typically aim to be status symbols.

GRACE RING OF PROWESS

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by pulsing energy to form this ring. Once per day while wearing this ring, you can use an action to cast *enhance ability* at 3rd level.

GRACE RING OF SALVATION

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by holy energy to form this ring. Once per day while wearing this ring, you can use a bonus action to cast *mass healing word* (Wisdom is the spell casting modifier)

GRACE WARD RING

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by flickering energy to form this ring. 3 times per day while wearing this ring, you can use an action to cast *shield*

GREATER RING OF INVISIBILITY

Ring, legendary (requires attunement)

This ring is made of an onyx band that helps to conceal your movements. 3 times per day while wearing this ring, you can use an action to cast the spell *greater invisibility* on yourself.

RING OF ACTION REVERSAL

Ring, rare (requires attunement by a spell caster)

This gold ring has a small hourglass as its center piece. Once per day while wearing this ring, when you miss with a spell attack roll or the targeted creature succeeds on a saving throw for a 3rd level spell or lower, you can use a reaction to regain a 1st level spell slot.

RING OF AGILE THOUGHT

Ring, rare (requires attunement)

Wearing this ring allows you to think and speak much clearer. While wearing this ring, you gain a 1d6 bonus to Charisma (Persuasion) and Wisdom (Insight) checks.

RING OF BATTLEMENTS

Ring, very rare (requires attunement)

This steel band's magic can summon arcane battlements that can be used to help protect your allies. Once per day while wearing this ring, you can create a 10-foot radius, 3 foot tall barrier of arcane force around you. The ring barrier stays in place, and counts as difficult terrain to move through. A medium creature can crouch down and use the barrier of force as $\frac{3}{4}$ cover. The arcane barrier lasts for 5 minutes.

RING OF ELADRIN GRACE

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by color-changing energy to form this ring. Once per day while wearing this ring, you can use an action to cast the spell *dimension door*

RING OF ENDURING EARTH

Ring, uncommon (requires attunement)

Wearing this stone ring gives your hand a rough texture like stone. While wearing this ring, you gain a 1d4 bonus to Constitution saving throws. Once per day when you are pushed or pulled, you can use a reaction to ignore the movement.

RING OF FEARLESSNESS

Ring, rare

This thin ivory ring helps to ward you against fear. While wearing this ring you gain a +1d4 on Wisdom saving throws against fear effects. When you are successful on a save against a fear effect, all allied creatures within 10 feet of you gain a 1d4 bonus to their next Wisdom saving throws against fear effects until the end of their next turn.

RING OF FOCUS

Ring, legendary (requires attunement by a spell caster)

This platinum and gold ring is adorned with seven different colored gems. Three times per day, if you roll a failure on a concentration check, you can use a reaction to reroll the check, and keep the second result.

RING OF GUARDED WILL

Ring, legendary (requires attunement)

This ring is made of pure force and appears to be glass at first glance. While wearing this ring you gain a 1d6 bonus to Wisdom and Intelligence saving throws. Whenever you are forced to make a Wisdom saving throw due to a spell or feature, the triggering creature takes 2d10 psychic damage.

RING OF HEROIC HEALTH

Ring, rare (requires attunement)

This heavy gold ring with a amethyst center piece helps to draw upon your bodies natural healing ability. Twice per day while wearing this ring, you can use a bonus action to spend a hit dice to heal, adding your Constitution modifier to the amount healed.

RING OF INFLUENCE

Ring, very rare (requires attunement)

Made of white gold and adorned with a sapphire, this ring helps to guide your words to sway others. While wearing this ring, you gain a 1d6 bonus to all Charisma checks made. Once per day, you can make a Charisma check with advantage.

RING OF SYMPATHY

Ring, very rare (requires attunement)

These copper rings bind allies together who work well together. While wearing this ring, you gain a +1d4 bonus to saving throws. You also gain an additional 1d4 bonus for every friendly creature who is attuned to a *ring of sympathy* within 25 feet of you. (Max of 4d4)

RING OF THE FALLEN

Ring, very rare

This ring displays the symbol of a long lost army; two crossed axes. Once per day while wearing this ring, when you take a short rest, you can every allied creature within 25 feet of you roll the heal the maximum amount when rolling hit die, plus an additional amount equal to half your overall level. You can only benefit from one *Ring of the Fallen* per day.

RING OF THE RISEN

Ring, legendary (requires attunement)

A simple silver ring that helps to bring you back from death. While wearing this ring, whenever you are stabilized or healed from zero hit points, you can expend any amount of hit dice in order to heal hit points equal to the results of the hit die rolled.

RING OF THE ZEALOUS

Ring, very rare (requires attunement by a cleric or paladin)

This gold ring has a mother-of-pearl that is blessed by ancient priests. While wearing this ring, when you use the Turn Undead feature, undead creatures are restrained instead of trying to move away from you while turned.

RING OF TRADED KNOWLEDGE

Ring, legendary (requires attunement by a spell caster)

This ring is covered in runes of power and knowledge that help to expand your abilities. When you first attune to this ring, choose a spell of 5th level or lower that your class can cast, even if you don't currently know this spell. This spell becomes bound to you for this *Ring of Traded Knowledge* and cannot be changed later, even if you unattune and reattune this ring. Once per day, you can exchange one of your known spells for the spell bound to the ring, so long as they are the same spell slot level. The replaced spell takes the spot of the bound spell within the ring. You cannot prepare the spell bound to the ring until you exchange the spell with another of the same spell slot level, or unattune the ring. When you unattune the ring, if didn't already know the spell first chosen when you first attuned the ring, you lose access to prepare that spell, and regain any previously known spell currently bound to the ring.

RING OF UNFETTERED MOTION

Ring, very rare (requires attunement)

This ring boosts your movement to a point of being almost a blur. While wearing this ring, you gain a +1d6 bonus to your Dexterity (Acrobatics) checks and Dexterity saving throws. Twice per day, you can use an action to cast *freedom of movement*.

RING OF UNWELCOME GIFTING

Ring, very rare (requires attunement)

This simple gold band feeds on the weakness given you to by others. 3 times per day while wearing this ring, when you are undergoing the effects of being poisoned, blinded, deafened, or frightened and deal damage to a creature, you gain temporary hit points equal to the damage dealt to the creature. The temporary hit points last for 1 hour.

RING OF WINDOWS

Ring, legendary (requires attunement)

This wooden ring seems simple in design but has a powerful enchantment that can open dimensional windows in space. Twice per day while wearing this ring, you can use an action to cast the spell *dimension door*. After casting *dimension door* using this ring, you can use a bonus action to gain concentration on the *dimension door*, leaving a temporary space that other creatures can use to teleport to your location. The dimensional windows lasts for 3 minutes, or until you drop concentration. You and any other creature can use the window to travel back and forth between where you first cast *dimension door* and where you teleported, so long as they are your size or smaller.

SHADOWFELL SIGNET

Ring, legendary (requires attunement)

This black ring is made of some unknown metal, and bears the Raven Queen's symbol in silver. While wearing this ring, you gain resistance to necrotic damage and cannot have your maximum hit points reduced. Once per day, you can use a bonus action to call upon the power of the Raven Queen through the ring. You gain a +1d10 to your AC and all saving throws for attacks made by undead creatures for 1 hour.

SCRIBE'S NOTES

We are still having a hard time confirming what this ring is made of. I assume it is some metal native to the Shadowfell, but I don't plan on visiting that horrid place any time soon to confirm.

STONE BAND

Ring, very rare (requires attunement)

This ring is made of a highly polished basalt and is beautifully carved. Twice per day while wearing this ring, you can use an action to cast *stoneskin*.

STORMCATCHER RING

Ring, very rare (requires attunement)

This copper ring's setting lacks a gemstone that fills with sparks when activated. While wearing this ring, you have resistance to lightning and thunder damage. 3 times per day while wearing this ring, whenever you are hit with an attack or spell that deals lightning damage, you can use a reaction to have the triggering creature make the attack or spell again, but against itself.

TRAVELER'S RING

Ring, legendary (requires attunement)

This well worn silver ring is set with a simple stone. Legends of this ring tell of a famous traveler who learned all they could about this world and worlds beyond. Twice per day while wearing this ring, when you are making an Intelligence (Arcana), Intelligence (History), Intelligence (Nature), and Intelligence (Religion) check, you may make the check as if you had rolled a natural 20.

UNVANQUISHED GRACE RING

Ring, rare (requires attunement)

2 bands, one of silver and gold, are held together by soft energy to form this ring. Once per day while wearing this ring, you can use an action to cast *beacon of hope*.

WAIST ITEMS

ACROBAT'S HARNESS

Wondrous item, rare (requires attunement)

These cloth straps make it much easy for you to leap and twist. While wearing this harness, you have advantage on Dexterity (acrobatics) checks.

BALDRIC OF ASSAULT

Wondrous item, rare

This gray leather belt allows you to move with your opponent around the battlefield. While wearing this belt, when you are successful with a shove action on a creature, you can be within 5 feet of the shoved creature so long they are within your walking speed.

BALDRIC OF SHIELDING

Wondrous item, legendary (requires attunement)

This steel studded baldric is enchanted to assist you with defense. 3 times per day while wearing this belt, you can use a reaction to cast *shield*.

BALDRIC OF TIME

Wondrous item, uncommon

This rough baldric is coated with sands of time that reward the wearer for their quickness. While wearing this belt, whenever you roll a natural 20 on your initiative check, you can use a dash action on your first turn of an encounter.

BELT OF FRAGILE GUARD

Wondrous item, rare (requires attunement)

This wide leather band's enchantments grant you increased armor but makes your overall body weaker. Twice per day while wearing this belt, you can use a bonus action to increase your AC by 4 but you gain vulnerability to all damage until the start of your next turn.



BELT OF THE WITCH KING

Wondrous item, legendary (requires attunement by a spellcaster)

Made of links of silver chains that are held by small spheres enchanted obsidian, this legendary belt was used by a sorcerer king. Once per day while wearing this belt, when you deal damage with a spell, you can regain hit points equal to the damage dealt to the creature.

DIAMOND CINCTURE

Wondrous item, rare

This platinum band contains several diamond like gems that can be used to boost the wearers bodily well being. This belt contains 4 white gems embedded. While wearing this belt, when you are required to make a Constitution saving throw, you can use a reaction to expend a gem and gain a 1d6 bonus to your saving throw.



PHOENIX SASH

Wondrous item, legendary

This bright orange sash can restore you to life once before burning away. While wearing this sash when you drop to zero hit points, you instead heal 4d4 hit points and are stunned until the end of your next turn. The sash burns away when this happens and the sash is destroyed.

SASH OF HEROIC INSPIRATION

Wondrous item, legendary (requires attunement)

This bright red sash can boost your confidence and inspire you to great tasks. 3 times per day while wearing this sash, you can add a 1d10 bonus to your attack roll, skill check, or saving throws.

SASH OF REGENERATION

Wondrous item, legendary (requires attunement)

The runes that dot this heavy brown hide sash boost the natural healing properties of your body to unnatural levels. While wearing this sash, so long as you are conscious, you heal 1d4 hit points at the start of your turn.

STONEWALL BELT

Wondrous item, rare

This heavy belt is adorned with stone plates with dwarven designs on them. Once per day while wearing this belt, when you are subjected to an attack or effect that would push, pull, or slide you, you can use a reaction to ignore the movement.

WAISTBAND OF THE GRAPPLER

Wondrous item, rare (requires attunement)

This fur-lined waistband can be invoked in order to call upon great and reckless power. While wearing this belt, you can use a bonus action to evoke upon the belt's power. While the belt is active, you gain a +1d10 bonus to melee damage rolls and Strength (Athletics) checks made to grapple a creature, but you suffer a -1d6 penalty to attack rolls. Attack rolls made against you also have advantage while the belt is active. You can end the power of the belt with a bonus action.

WRAITH'S CORD

Wondrous item, artifact (requires attunement)

Made of a dark, smoky, and translucent material, this woven cord contains the essence of dark spirits within. While wearing this belt, you can use a bonus action to become incorporeal for 1 minute, allowing you move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. While you are incorporeal, you also gain sunlight sensitivity, giving you disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight while in sunlight. If the feature ends while you are inside of a creature or object, you are ejected to the closest unoccupied space, and take 5d10 force damage.

WONDROUS ITEMS

BLESSED BOOK

Wondrous item, common

This deceptive book bound with iron and silver contains far more pages than it first lets on. This book has the appearance and weight of a standard 250 page book, but actually contains 1000 pages.

DEEPPARER'S POUCH

Wondrous item, rare

This dark oilskin pouch has a small tube sticking out of it. It contains far more than it would ordinarily appear it would. This pouch contains 1 hour's worth of fresh air, which can be consumed by breathing through the tube attached to the pouch. Once the air in the pouch is consumed, it can be restored by opening the pouch to any supply of breathable air during a short rest.

GHOSTLIGHT CANDLE

Wondrous item, very rare

This ordinary looking candle is commonly found in tombs of churches to help protect the clergy. This candle provides bright light in a 5-foot radius and dim light for an additional 5 feet and burns indefinitely, but can be extinguished. Any creature being touched by the light of the candle loses the ability to become insubstantial and invisible.

HORN OF DISMISSAL

Wondrous item, very rare

The sounds emitted by this bronze horn can dispel conjured creatures. Once per day, you can blow into this horn to create an echoing horn sound. Each creature summoned by Conjurament magic within a 15-foot radius of you must make a DC 18 Charisma saving throw. On a failed save, they are dispelled and returned to their original plane of existence.

IOUN'S PARCHMENT

Wondrous item, common

This parchment is actually an extremely thin sheet of bronze with the eye of Ioun in the upper corner. This bronze sheet has the same properties as paper, and as such, can be rolled, folded, and written on like paper. Any writing put into the parchment cannot be erased without the parchment owner's will, but the parchment itself can be destroyed. This parchment can be used to create spell scrolls, and when the spell is expended, the parchment remains and the writing is erased, allowing the parchment to be reused. The cost of creating a spell scroll with Ioun's Parchment remains the same as creating a normal spell scroll.

SCRIBE'S NOTES

I will be keeping some of these for my personal notes. Endlessly useful for note taking and scrolls.

MAP OF UNSEEN LANDS

Wondrous item, rare

This back of this sheet of vellum is adorned with images of symbols of travel. Once per day, you can command the map to redraw itself. It will map out the aboveground surface of a 10-mile radius around you. The map doesn't contain specific details, but is accurate. Landmarks, roads, and towns will be labeled according to the passive Wisdom (Nature) and Intelligence (History) of the creature who commanded the map. The sketch of the area remains until the map is commanded to redraw itself again.

RIBBON OF LIMITLESS QUESTIONS

Wondrous item, very rare

This blue silk ribbon can be unrolled, revealing gold and silver runes along its surface. Whenever you cast a Divination spell that allows the asking of questions, such as *Speak with Dead* or *Commune*, you can use this ribbon as a part of the spell components for that spell. If you do so, you are allowed to ask one additional question. The ribbon is not consumed as a part of the spell casting. Using this ribbon as a spell component for Divination spells counts as casting the spell twice for the purposes of affecting spells such as *Commune's* chances of receiving no answer.

SEED OF WAR

Wondrous item, very rare

This black metal acorn can summon a fierce fighter. Once per day, you can throw out this acorn out 15 feet away and the acorn morphs into a metal warrior using the Veteran stat block (Monster Manual page 350), with the following changes:

The metal warrior is immune to poison and psychic damage, and is immune to charmed, exhaustion, frightened, paralyzed, petrified, and poisoned. The metal warrior cannot talk, and created only with their longsword.

The warrior is treated as an allied creature. In combat, you would roll for initiative for the warrior. On your turn, you can use a bonus action to command the warrior, who would attempt to complete the action to the best of their ability. The warrior does not make opportunity attacks unless commanded to do so. When the warrior is reduced to zero hit points, or you touch the warrior and speak the command word, the warrior returns to the acorn form and cannot be used until the next dawn.

VAGABOND'S DIE

Wondrous item, rare

This well worn bone die has images on all sides that almost worn away. Once per day, you can point to a creature within 50 feet of you that you can see and roll the die. Roll a d6 to determine the effect.

1: *Drunkard's Mug.* The target suffers a -1d6 to their attack rolls until the end of their next turn.

2: *Gambler's Dice.* Roll a d20. If the result is even, the target takes damage equal to the result. If the result is odd, the target regains hit points equal to the result.

3: *Jester's Chair.* The target falls prone

4-5: *Soldier's Fist.* The first attack that deals target before the end of your next turn deals an additional 2d6 damage.

6: *Storm's Fury.* The target is struck by lightning. The creature and all creatures within a 5-foot radius of the creature take 1d10 lightning damage.

WOUNDSTICH POWDER

Wondrous item, uncommon

This leather pouch contains a life saving yellow powder. This pouch contains 3 uses, and regains 1 use after one week. You can use an action to grab a pinch of the dust and sprinkle it onto a creature to cast *spare the dying*.

WONDROUS LAIR ITEMS

These items are special furniture, decorations, or even entire rooms that are meant for a base for the players. As such, they are not typically portable. They are useful for campaigns where the players are staying in a general area and have a base of operations in order to ready themselves. The overall shape and design is up to the DM and players to decide, but I will provide some basic descriptions of the Lair items to assist.

ALCHEMIST'S WORKSHOP

Lair item, rare

This includes a set of tools, worktable, beakers, and other various alchemical equipment that are all enchanted in order to assist with the creation of potions, poisons, and other various alchemical agents. While using this workshop to create alchemical items, you have advantage on the skill check for using alchemist's supplies.

ALL-SEEING EYE

Lair item, legendary

This multifaceted diamond can typically hidden in the eye of a state or among the jewels of a chandelier. Its magic enchantment allow it to see and report to its master. This large diamond is enchanted with an highly advanced *alarm* spell. The diamond can see creatures and object within 100 feet of it. The diamond can also see invisible creatures and objects. When a creature enters the sight of diamond eye, the owner of the eye is telepathically warned of the creatures presence and given a brief description of them. The eye can told to ignore certain creatures at the masters command and can communicate to the owner across planar boundaries.

ARCANE LABORATORY

Lair item, legendary

The equipment and books found within this well-equipped laboratory are enchanted to call upon spirits of past arcane masters who assist with magical pursuits. The items and gold costs required to create spell scrolls or magic items while within the lab is reduced by half.

AUSTERE DOJO

Lair item, legendary

This dojo is fully equipped with multiple weapon types, a training course, and training automatons who are designed to emulate different fighting styles. When you spend at least 8 hour training within this dojo, you can choose to gain a bonus based on the type of training you did.

Combat training. You gain +1d6 bonus to attack and damage rolls for the next 72 hours.

Defensive training. You gain advantage on saving throws for the next 72 hours.

Mobility training. You gain advantage on initiative rolls, Dexterity (Acrobatics) checks, and Dexterity (Stealth) checks for the next 72 hours.

BED OF RAPID REST

Lair item, uncommon

This extremely large bed is made from enchanted material to grant the most restful sleep possible. While sleeping in this bed, reduce the minimum required hours for a full rest by 2 hours.

BRILLIANT SCRYING BASIN

Lair item, very rare

The water in this large rune covered bronze basin is extremely clear and helps with scrying. When you cast the spell *scrying*, you can use this basin as a spell casting focus for the spell. When you do, the duration of the spell is increased by 5 minutes.



CASK OF LIQUID GOLD

Lair item, uncommon

This enchanted cask provides an never-ending supply of alcohol. At dawn, this cask fills with a specific type of non-magical alcohol that is chosen at the time of creation. Any alcohol outside the cask that isn't consumed evaporates when the cask refills itself.

CHANDELIER OF REVELATION

Lair item, legendary

The light from this enchanted chandelier not only can be adjusted, but also reveals those who choose to hide their forms. With a command word, you can change the brightness of this light shedding crystal chandelier to fill a 50-foot, 100-foot, or 200-foot radius of bright light centered on the chandelier itself. You can also change the color as well. Any invisible or shapeshifted creature who enters the light or starts their turn within the light shed by this chandelier must make a DC 20 Wisdom saving throw. On a failed save, they are revealed and converted back into their original form.

DECEPTIVE SCRYING BASIN

Lair item, very rare

The water in this large rune covered silver basin is extremely clear and helps with scrying. When you cast the spell *scrying*, you can use this basin as a spell casting focus for the spell. When you do, creatures have disadvantage on the Wisdom saving throw for the spell.

DIMENSIONAL ANCHOR

Lair item, very rare

This statue contains an enchanted Adamantine core that binds creatures around to it this plane. Any creature within a 50-foot radius of this statue is unable to teleport so long as they are in the same room.

DIPLOMAT'S TABLE

Lair item, rare

Made of a very beautiful and rune escribed dark wood, this table is often found in embassies to help negotiations. While sitting at this table, you gain a +1d6 bonus to Charisma (Deception), Charisma (Persuasion), and Charisma (Intimidation) checks.

DOOR OF ALARM

Lair item, uncommon

The inside frame of this door is adorned with runes that alert of intruders. This door is enchanted with a permanent *alarm* spell. You can spend one minute attuning any number of people to the door who don't activate its effects. When a creature who isn't attune to the door walks through the door, the *alarm* spells goes off, creating the audible bell sound for 10 seconds within a 60-foot radius of the door.



DOOR WARDEN

Lair item, rare

This animated face is made of metal or wood and controls the door it is attached to in your stead. This door ornament is in the shape of a face that can talk and see its surrounding. Its' design and personality is decided upon creation. The door warden has 40 hit points, the same AC as the door it is attached to, and has resistance to all damage. The door warden can open or close the door as a bonus action. The door warden will follow your instructions given to it by its' master and can cast *sending* 3 times per day, but only to creatures on the same plane of existence as the door warden.

FEAST TABLE

Lair item, legendary

This gigantic oak round table can create both enchanted and standard food. This table can seat up to twelve medium creatures. 3 times per day, this table can create a delicious feast appropriate for the time of day with a command word for up to twelve medium creatures. When a gem-encrusted bowl worth at least 1,000 gold pieces is placed in the center of the table, the command word instead casts the spell *heroes' feast* instead of the standard feast. The gem-encrusted bowl is consumed when this is done.

GORGONBLOOD MORTAR

Lair item, legendary

This dark gray mortar, when hardened, prevents arcane trespassing through walls. This mortar is used in the construction of a room, with a single use of the mortar is able to cover up to a 50-foot cubed room. When hardened, creatures who are insubstantial are unable to pass through walls created with Gorgonblood Mortar.

HOLY SHRINE

Lair item, legendary

This holy shrine is adorned with images of celestials and is enchanted with divine magic to help guide your prayers. When a cleric or paladin spends 4 hours praying in this shrine, they gain the following benefits:

You gain temporary hit points equal to your total cleric and/or paladin level for the next 72 hours.

You can prepare your cleric and/or paladin spells as if you had taken a long rest.

You are able to cast an additional Channel Divinity within the next 72 hours. This feature does not stack if praying multiple times.

LOADSTONE STATUE

(Note: This magic item is only usable if your DM allows the optional flanking rule)

Lair item, very rare

This statue typically takes the shape of large humanoid and is animated to help defend its home. This statue counts as a large allied creature who cannot move. This statue also counts as a creature for the purposes of flanking hostile creatures. Any hostile creature who is within a 25-foot radius of this statue cannot disengage as the statue will continue to harass them if they do so.

MAGIC DRAWBRIDGE

Lair item, rare

This iron-banded draw bridge is enchanted to allow for ease of raising or lower, much to your servant's gratitude. With a command word, this drawbridge will lower or rise on its own.

MAGIC WEAPON RACK

Lair item, legendary

Made of a heavy enchanted oak, this weapon rack is the perfect place for wands, swords, staves and most magic weapons. This weapon rack can store up to 5 magic items. When a magic item is stored on this rack, it regains an additional expended charge at dawn.

MIRROR OF DECEPTION

Lair item, legendary

This large, rune etched silver mirror can grant you any appearance you can dream of. While standing in front of this mirror, you can use a command word to cast the spell *disguise self* (save DC 25). The disguise lasts as long as you are within the same building as the Mirror of Deception.

RITUALIST'S LECTERN

Lair item, rare

This teak lectern is enchanted in order to help speed up and empower rituals that are cast from it. Whenever a wizard places their spell book upon this lectern while casting a ritual, the casting time of the ritual is reduced by 2 minutes.

SACRED GLADE

Lair item, legendary

A clearing is created and enchanted to allow the growing of a arcane tree of great power. When a druid spends 4 hours mediating in this glade, they gain the following benefits:

You gain temporary hit points equal to your total druid level for the next 72 hours.

You can prepare your druid spells as if you had taken a long rest.

You are able to perform an additional beast shape within the next 72 hours. This feature does not stack if praying multiple times.

SHIFTSTONES

Lair item, rare

A rare stone that is enchanted with transmutation properties that cause it to change shape when someone attempts to climb it. When a building is made of *shiftstones*, the Strength (Athletics) DC to climb the walls is increased by 10. In order to gain this benefit, the building must be made of stone and requires different amounts of *shiftstones* based on the building size

House: 1 batch

Mansion: 5 batches

Castle or larger: 25 batches or more

SHINING SUNDIAL

Lair item, rare

This sundial is made of silver and adorned with gems. Its powers are shown when it is exposed to sunlight. When this sundial is exposed to sunlight for 6 hours, it gains a charge. As a bonus action, you can touch the sundial to extract a charge from the sundial. You can expend a charge to increase the damage a radiant damage spell or attack does by 1d6. Both you and the sundial loses all stored charges at sundown.

SILENCE-WARDED ROOM

Lair item, rare

The walls are laced with small runes that help to dampen sounds when activated. While standing in this room, you can speak a command word to causing the runes in the room to faintly glow. While the runes are active, the Wisdom (Perception) DC while outside of the room to listen in on conversation happening within the room is increased by 10. You can end the runes effect as a bonus action. Creatures within the room hear conversations normally.

SPYING MIRRORS

Lair item, very rare

Designed to appear as ordinary as possible, these mirrors allow you to gaze into other mirrors of the same make. While this mirror is affixed to a solid surface, you can speak a command word as a bonus action to gaze into a *Spying Mirror* and see and hear what is happening around another *pying Mirror* within the same building. The sight and sound is similar as if you were standing in the location of the *Spying Mirror*. You choose if the sight and communication is one way or two way. Typically *Spying Mirrors* are created in pairs, though additional *Spying Mirrors* can be attuned to the same building.

SUN GLOBE

Lair item, common

This fist sized crystal orb is a must have for any arcane library, fortress, or building. When installed into a wall or ceiling, you can speak a command word to cause the orb to emit a 25-foot radius of bright light, a 50-foot radius of bright light, or no light.

TELEPORTATION DISK

Lair item, very rare

These marble disks are escribed with runes that allow for fast travel within the same building. Once set into the floor, this 5 foot disk of marble can be used in order to teleport to any other *Teleportation Disk* within the same building with a command word. The disk cannot teleport beyond a range of 500 feet of each other, and must be within the same structure or building. Typically *Teleportation Disks* are created in pairs, though additional *Teleportation Disks* can be attuned to the same building.

THRONE OF DOMINION

Lair item, very rare

This throne is carved with a relief showing a king ruling over his subjects with total power. While sitting in this throne, you have advantage on Wisdom (Insight) checks and Wisdom saving throws. This throne has 3 charges, and regains 1 charge at dawn. While sitting in this throne, you can use an action to expend a number of charges to cast the following spells.

1 charge: *zone of truth* (save DC 18)

2 charges: *dominate person* (save DC 18)

THRONE OF GRANDEUR

Lair item, legendary

This throne is carved from stone, adorned with gold and gems, and is a symbol of heroism and nobility. While sitting in this throne, you gain a +3d6 bonus to Charisma (Persuasion), Charisma (Intimidation), and Wisdom (Insight) checks.

VIGILANT GARGOYLE

Lair item, very rare

This statue is shaped like a gargoyle and is enchanted to help you keep an eye on locations. While on the same plane of existence as the *Vigilant Gargoyle*, you can use a bonus action to see and hear through the same space as the *Vigilant Gargoyle*, similar to the effects of sharing senses with the *find familiar* spell.

WATCHFUL EYE

Lair item, very rare

A lesser version of the *all-seeing eye*, this quartz eye is still very useful. This large quartz eye is enchanted with an highly advanced alarm spell. The quartz eye can see creatures and object within 100 feet of it. When a creature enters the sight of quartz eye, the owner of the eye is telepathically warned of the creatures presence and given a brief description of them. The eye can told to ignore certain creatures at the masters command and can communicate to the owner across planar boundaries.

WINDOW OF DECEPTION

Lair item, uncommon

This fine glass window has the ability to create images to confuse foes or to gaze upon beautiful landscapes. This window works as an ordinary window until activated. With a command word, you can cause the window to display a stationary illusion when looking through one or both sides of the window. The illusion remains until the window is opened or is broken. So long as the illusion is stationary, the illusion can be as simple as a person standing in the room, or as complex as a fake landscape. A Intelligence (investigation) check of 14 or higher can determine the illusion.

WINDOW OF ESCAPE

Lair item, uncommon

This brass framed window is useful for quick escapes. Once per day while jumping out of or falling out this window, you can speak a command word to have the window cast *feather fall*.

TATTOOS

These tattoos can be crafted using various different methods; enchanted ink, magic spells, or in the case of what I have chosen to describe, burn stones. The method of how magic tattoos are created are ultimately up to the DM, and the current list of tattoos can easily be redesigned to match the aesthetics of your game world. Designs and application can always be changed. For the purposes of the Lost Vaults, the tattoos are found as magic items called burn stones, a magical stone that has the design of the tattoo on them. When applied to the flesh, the tattoo transfers to the skin, and the burn stone is used.

Each character can only have one magic tattoo at a time. When a character already has a magic tattoo and tries to apply a new one, the new tattoo automatically fails. A tattoo can be removed, but it is expensive, requiring a *dispel magic* spell be cast on them with an amount of gold equal to the tattoo's cost being the component for the spell, which is consumed when finished. The spell caster can choose to leave the mark behind and only dispel the magic within the mark if they so choose.

Tattoos in 4th edition come in 4 different versions: Blood, Bond, Heart, and Spirit.

TATTOOS OF BLOOD

Tattoos of Blood are typically more primal in nature, drawing upon your fury to pull the magic out of your body. They activate when you take damage, either helping you avoid further damage or punishing foes to hurt you. Tattoos of Blood are typically located on areas of the body where blood flows; the wrists, jugular, or over the heart.



BLACKLASH TATTOO

Tattoo (blood), rare

These tattoos are typically of animals such as boars, sharks, or other animals who enter frenzies when wounded. Twice per day when you take damage, you can use a reaction to make a weapon attack against the creature who damaged you.

ESCAPE TATTOO

Tattoo (blood), uncommon

These tattoos are symbols of broken bondage; skeleton keys and broken chains. Once per day when you take damage, you can use a reaction to teleport 15 feet away to location you can see.

REINFORCEMENT TATTOO

Tattoo (blood), rare

Symbols of quick-breeding creatures, such as kobolds and rabbits, are used in these tattoos. Twice per day when you take damage, you can target up to 3 willing allied creatures you can see who are up to 30 feet away from you. You can use your reaction to teleport them to be within 5 feet of you, so long as they are willing to do so.

RESURGENCE TATTOO

Tattoo (blood), legendary

Creatures who return from death are the symbols used for these tattoos. Whenever you take damage, you can use a reaction to regain the use of an expended 2nd level or lower spell slot.

STRIKEBACK TATTOO

Tattoo (blood), rare

Snakes and vipers are the most commonly used symbols of this tattoo. Twice per day whenever you take damage, you can use a reaction to cast the spell *hunter's mark* on the creature that damaged you.

TATTOO OF ARCANE BLOOD

Tattoo (blood), uncommon

Implements of magic, or the symbol of Ioun are the symbols of this blood tattoo. Once per day whenever you take damage, you can use a reaction to force the creature who damaged you to make a Dexterity saving throw equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, they take 1d6 + your Intelligence modifier force damage from a wave of arcane energy directed at them.

TATTOO OF THE ESCAPE ARTIST

Tattoo (blood), rare

Broken handcuffs and straightjackets are popular for this form of blood tattoo. Twice per day while when you take damage, you can use a reaction to gain advantage on Dexterity saving throws and Dexterity (Acrobatics) checks for the next minute.

TATTOO OF THE WOLVERINE

Tattoo (blood), rare

This tattoo is typically takes the shape of some rabid animal known for its power. Twice per day when you take damage, you can use a reaction to gain a +1d6 bonus to your next attack roll and damage roll against the creature who damaged you.

TATTOO OF VENGEANCE

Tattoo (blood), rare

Blood tattoos of this form are usually lighting bolts or wicked looking weapons. Twice per day when you take damage, you can use a reaction to gain a +1d8 bonus to the next damage roll you make against the creature that damaged you.

TATTOOS OF BOND

Tattoos of Bond are symbols of unity, and take many shapes and forms. They are a special type of magic that grows stronger as people grow closer. These tattoos only work when multiple people who have the same tattoo are within a certain distance of each other. Tattoos of Bond are typically applied in locations that are highly viable for all to see, such as the neck, face, or hands.

SCRIBE'S NOTES

All these feathers are in the way of getting a tattoo with a burn stone. Not that I would want one.

QUICK-STEP TATTOO

Tattoo (bond), rare

Fast predators who work together are the most common form of this tattoo. Once per day when you have at least 1 allied creature within 30 feet of you that you can see that has a *Quick-Step Tattoo*, you can use an action to cast the spell *long strider* at 2nd level. You can increase the spell slot level of this spell for each additional allied creature within 30 feet of you that you can see that has a *Quick-Step Tattoo* beyond the second creature. This effect cannot stack with multiple castings of *long strider*.

TATTOO OF BONDED DEFENSE

Tattoo (bond), rare

Defensive armor made of multiple materials, such as chainmail or splint mail are a good symbol for this tattoo. Once per day when you have at least 1 allied creature within 30 feet of you that you can see that has a *Tattoo of Bonded Defense*, you can use a reaction to increase your AC by +1 for allied creature within 30 feet of you that you can see that has a *Tattoo of Bonded Defense* until the start of your next turn.

TATTOO OF THE BONDED ESCAPE

Tattoo (bond), rare

This tattoo typically shows images of helping one another escape bondage. Once per day when you have at least 1 allied creature within 30 feet of you that you can see that has a *Tattoo of the Bonded Escape*, you can use a bonus action to gain a bonus to a Strength (Athletics) or Dexterity (Acrobatics) check to escape being grappled equal to the number of allied creatures within 30 feet of you that you can see that has a *Tattoo of the Bonded Escape*.

TATTOO OF THE SHARED CONSEQUENCE

Tattoo (bond), rare

This tattoo shows the image of a hero taking a blow for a friend. Once per day when you take damage from an attack or spell, you can use a reaction to reduce the damage done to you by an amount equal to the number of allied creatures within 30 feet that have a *Tattoo of the Bonded Consequence*



TATTOO OF THE SHARED VENGEANCE

Tattoo (bond), rare

Crossed weapons are the common symbols for this tattoo.. Once per day when you hit with an opportunity attack, you can increase the damage done by an amount equal to the number of allied creatures within 30 feet that have a *Tattoo of the Shared Vengeance*

TATTOO OF THE SHARED HEART

Tattoo (bond), very rare

These tattoos vary, as they typically symbolize a shared objective held by the members of the group. Once per day when you have at least 1 allied creature within 30 feet of you that you can see that has a *Tattoo of the Shared Heart*, you can use a bonus action to regain 5 hit points for each allied creature within 30 feet of you that you can see that has a *Tattoo of the Shared Heart*.

TEAMSTRIKE TATTOO

Tattoo (bond), very rare

Images of a wolf pack are used for this Bond tattoo. Once per day when you have at least 1 allied creature within 30 feet of you that you can see that has a *Teamstrike Tattoo*, you can increase your attack rolls on your turn by 1d4 for each allied creature within 30 feet of you that you can see that has a *Teamstrike Tattoo*.

TATTOOS OF HEART

Tattoos of Heart are symbols of courage and healing, hoping to provide a example of strong will and body. These tattoos draw upon the natural powers found the body of its wearer and strengthens them. These tattoos typically activate when you heal, either through magic or naturally. Tattoos of Heart are adorned in locations such as the heart or the waist, where cultures consider the center of ki.

EAGER HERO'S TATTOO

Tattoo (heart), rare

A single hero standing against a army is a strong example of this Heart tattoo. Twice per day when you regain hit points, you can expend up to 3 hit die in order to gain temporary hit points equal to the hit die results. The temporary hit points last for 1 hour.

IRONHEART TATTOO

Tattoo (heart), rare

A tattoo of a shield or iron plate over your heart helps to show your resistance to damage. Twice per day, when you regain hit points, you can increase your AC by +1 for 1 minute.

LONG-BATTLE TATTOO

Tattoo (heart), rare

This tattoo is often a shield surrounded by weapons. Twice per day, when you regain hit points, you can increase your next damage roll by the amount of hit points healed. This bonus is lost if it is not used within the next hour after being healed.

STRONGHEART TATTOO

Tattoo (heart), rare

Images of a scarred heart are a good example of this tattoo. Twice per day, when you regain hit points, you can expend up to 5 hit die in order to heal an additional amount equal to the hit die results.

TATTOO OF THE UNLUCKY

Tattoo (heart), rare

Symbols of bad luck are used for this Heart tattoo; mirror shards, broken coins, things of this nature. Twice per day, when you regain hit points, you can gain advantage on the next saving throw you make within the next hour.

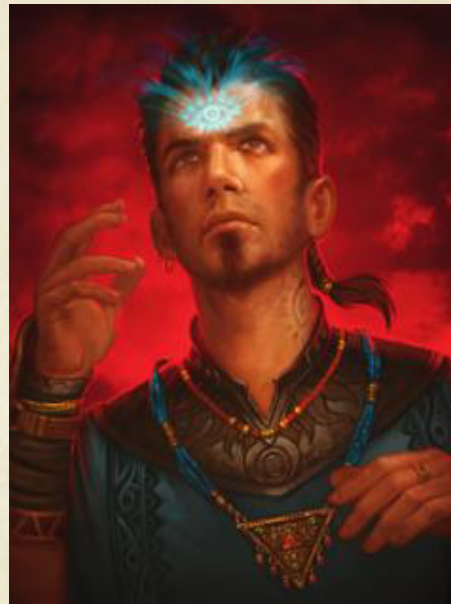
TATTOOS OF SPIRIT

Tattoos of Spirit have many different applications, and as such, have many various designs. They are enchanted for the purpose of adding additional options to those who wear them. These tattoos typically require a bonus action to evoke their power into your body. Due to the fact that these tattoos vary so much, it makes sense that Tattoos of Spirit don't have a standard location on a person's body.

BREAKCHAIN TATTOO

Tattoo (spirit), very rare

A single broken chain link or perhaps even a full chain is an example of this type of tattoo. 3 times per day, you can use a bonus action to gain the effects of the *freedom of movement* spell for 1 minute.



CURSE EYE TATTOO

Tattoo (spirit), rare

This tattoo is of an eye, and is typically placed on the forehead. Twice per day, you can use a bonus action to cast the spell *hex*.

DEMONSKIN TATTOO

Tattoo (spirit), uncommon

These tattoos typically are designed to make a section of your skin appear like demon skin, though any demonic imagery will do. Once per day, you can use a bonus action to gain resistance to fire, cold, and lightning damage until the end of your next turn.

DISTRACTING TATTOO

Tattoo (spirit), rare

Any flashy or colorful tattoo in an obvious place works for this Spirit tattoo. Twice per day, you can use a bonus action to make a Dodge action.

FIREHEART TATTOO

Tattoo (spirit), uncommon

The design of this tattoo changes as flames wrap around the image when you activate it. Once per day, you can use a bonus action add 1d8 fire damage to your next weapon attack.

FLEET HERO TATTOO

Tattoo (spirit), rare

Wings on the ankles, tattoos of cheetahs, or anything representing speed are used for this tattoo. Twice per day, you can use a bonus action to take a Dash action.

GHOSTWALK TATTOO

Tattoo (spirit), legendary

Typically vague in design, these tattoos are always colorless. 3 times per day, you can use a bonus action to become incorporeal, allowing you move through other creatures and objects as if they were difficult terrain for 1 minute. You take 1d10 force damage if you end your turn inside an object. If the feature ends while you are inside of a creature or object, you are ejected to the closest unoccupied space, and take 5d10 force damage.

GREATWING TATTOO

Tattoo (spirit), artifact

Wings across the back, feathers, dragons; anything that flies is a prime example of this extremely powerful magic tattoo. You gain a fly speed of 50 feet.

REAGENTS

Once again, Reagents make their return in this Lost Vault. Reagents are spell components that can be used by any spell caster in order to modify their spells. They are useful for Sorcerers who want to save their Metamagic for more important spells.

CLAY OF CREATION

Reagent, rare

This clay is pulled from the elemental plane of earth and is often a key ingredient in the creation of golems. This reagent can be used as a spell component for any spell that meets the following requirements: A conjuration spell that summons a creature. If you do, the summoned creatures gain temporary hit points equal to 1d4+ your spell casting modifier. This reagent is consumed on use.

FLASH FLOWER

Reagent, rare

These flowers only grow in locations where lightning has struck. This reagent can be used as a spell component for any spell that meets the following requirements: A spell that deals lightning damage. If you do, the damaged creature must make a Wisdom saving throw equal to your spell save DC. On a failed save, they are blinded until the end of their next turn. The creature must rely on sight to be affected by this effect. This reagent is consumed when used.

RUST BARK

Reagent, very rare

This fine red-brown powder comes from a rare tree that draws massive amounts of iron from the soil. This reagent can be used as a spell component for any spell that meets the following requirements: A spell that targets an area rather than a single target. If you do, you can increase the area the spell affects by 5 feet. This reagent is consumed when used.



SILVER SAND

Reagent, rare

This extremely fine silver sand boost the power of restorative spells. This reagent can be used as a spell component for any spell that meets the following requirements: A spell that heals hit points. If you do, you can increase the hit points restored by an amount equal to your spell casting modifier. This reagent is consumed when used.

VORTEX STONE

Reagent, rare

This black stone from the Shadowfell grants a protective aura to your summons. This reagent can be used as a spell component for any spell that meets the following requirements: A conjuration spell that summons a creature. If you do, the summoned creatures may use a reaction to reduce an attack roll made against them by 1d4. This reagent is consumed on use.

ITEM SETS

These are special items that come in sets of 4 or more. When 2 or more of the items are worn or used by the same creature, they become more powerful. They are often steeped in lore, and are great for creating an adventure for the party or goal for a single character. Much like regular magic items, they come in different rarities and types. Some item sets are for single characters, while others are meant for everyone in the party to use. If an item set is listed as *Item set (single)*, this means it only grants the benefits to a single character. If an item set is listed as *Item set (group)*, this means that the item must be attuned to other items being wielded or carried by other creatures. The Group set section will explain the rules in more detail. Due to the additional bonuses that these items can have, they can be quite powerful when together. If you wish, you can simply treat these items like any other standard magic item if you want to use them, and ignore the set bonuses all together. However, I have left the option open for DM's to use if they so wish.

I will be shifting around the lore of these items a bit to fit my campaign world of Alera, a setting I designed to easily fit most 5e D&D modules, since this is the world that Scribe comes from. However, feel free to shift around the lore to fit your campaign, as the themes of these items can easily be shifted to fit any setting.

SCRIBE'S NOTES

These items are incredible. They seem to react with one another in a way I have never seen with other items. Multiple items designed for a single purpose is certainly not uncommon, but for hidden power to be unleashed upon their collection is a first that I have seen.

SINGLE SETS

ALEHEART COMPANIONS' GEAR

Item set (single), uncommon to rare

Before the Trispires erupted in civil wars, the dwarves of the Trispires would often host great companies of heroes within their halls of various races. One such company was that of the Aleheart Companions, a group of non-dwarves who, drunk on ale, dared their dwarf friends to venture into the Underdark for mines of their own. They ventured into the Underdark and encountered the many dangers of that realm below the earth, though they all survived thanks to their natural cunning and dungeoneering expertise. While they found no great veins of gold, they found hordes of loot from those they slew in the Underdark, which made them famous and wealthy. As time passed, adventuring parties would look to emulate and acquire them items used by the Aleheart Companions for their ability to grant or enhance dwarven abilities to those without, and ability to grant dungeoneering knowledge.



ALEHEART COMPANIONS' GEAR ITEMS

Name	Type
Armor of Dwarven Vigor	Armor
Rousing Hammer	Weapon
Hammer Shield	Armor
Clear-Blood Baldric	Wondrous Item

While wearing/using 2 pieces of Aleheart Companions' Gear, you gain the following bonus:

You gain advantage on Wisdom checks made to learn about and navigate ruins and underground locations

While wearing/using 4 pieces of Aleheart Companions' Gear, you gain the following bonus:

You gain resistance to poison damage and you have advantage on saving throws against being poisoned.

ARMOR OF DWARVEN VIGOR

Armor (chain shirt, scale mail, or plate), uncommon (requires attunement)

This armor is made from chiseled stone and is enchanted in order to help grant you dwarven endurance. This is a +1 magic armor. Once per day while wearing this armor, you can use a bonus action to spend a hit die to regain hit points equal to the amount of the hit die results. If you are a dwarf, you may use this feature at any time rather than a bonus action.

CLEAR-BLOOD BALDRIC

Wondrous item, rare

This belt empowers those around to with a protection against cowardly attacks using poisons. While wearing this belt, all allied creatures within 15 feet of you gain a bonus to their saving throws against being poisoned equal to your Constitution modifier (+1 minimum)

HAMMER SHIELD

Armor (shield), rare (requires attunement)

This steel shield is adorned with a hammer sigil on the front and is enchanted to enhance your hammer strikes. This is a +1 magic shield. While wielding this shield, whenever you hit with a hammer, you can reroll any 1's rolls with your damage rolls.

ROUSING HAMMER

Weapon (any hammer), uncommon

This hammer is famous for both its strikes and how it boosts allies. This is a +1 magic weapon. Whenever you hit a creature with this weapon while a allied creature within 5 feet of you is prone, the allied creature can use a reaction to stand up.

ARMS OF WAR

(Note: This set of magic items are only usable if your DM allows the optional flanking rule)

Item set (single), rare

In the very earliest records of the Frostplanes, there were 4 separate kingdoms of humans that warred in the land. Each kingdom was ruled by a powerful warrior king who despised each other. However, when the orcish and goliath tribes begin to invade, many of the towns within each kingdom began to rebel and defend each other together rather separately. Choosing rather work with their people rather than lose what they had gathered, the 4 warrior kings united to help drive off the goliath and orcish invaders, and took the battle field themselves. This ultimately lead to the current government of the White Council that currently rules the Frostplanes. The Arms of War are said to be the equipment used by the 4 kings in the last battles against the invaders.

ARMS OF WAR

Name	Type
Weapon of Great Opportunity	Weapon
Helm of Exemplary Defense	Wondrous Item
Duel-Threat Gauntlets	Wondrous Item
Pincer Shield	Armor

While wearing/using 2 pieces of Arms of War, you gain the following bonus:

You gain a +1d4 bonus to opportunity attacks

While wearing/using 4 pieces of Arms of War, you gain the following bonus:

Once per day when you make an opportunity attack, you can choose an allied creature with 25 feet of you to make a ranged weapon attack against the creature you are attacking.

DUAL-THREAT GAUNTLETS

(Note: This magic item is only usable if your DM allows the optional flanking rule)

Wondrous item, rare

These gauntlets empower you and your allies when you are working together to bring down a foe. Twice per day while wearing these gauntlets, whenever you are flanking a creature, you can grant you and the allied creature who are flanking the creature a +1d4 bonus to their attack rolls against the flanked creature until the end of your next turn.

HELM OF EXEMPLARY DEFENSE

Wondrous item, rare (requires attunement)

This helm helps to bolster attacks made by you and your allies against careless foes. While wearing this helm, you and all allied creatures within 15 feet of you gain a +1d4 bonus to damage rolls for opportunity attacks.

PINCER SHIELD

(Note: This magic item is only usable if your DM allows the optional flanking rule)

Armor (shield), rare (requires attunement)

The enchantments of this shield extends its protection to those who assist you with flanking foes. This is a +1 magic shield. While wielding this shield, whenever you are flanking a hostile creature, the allied creature who is flanking the same creature as you gains a bonus to their AC as if they were equipped with this shield as long as you are both flanking the same creature.

WEAPON OF GREAT OPPORTUNITY

Weapon (any melee weapon), rare (requires attunement)

You can call upon this weapons power in order to boost your opportunity attacks. Twice per day while wielding this weapon, when you hit with an opportunity attack, you can increase the damage done with this weapon by 1d8 until the start of your next turn.

BLADE DANCER'S REGALIA

Item set (single), uncommon to rare

While the origins of Blade Dancing is lost, many different cultures have adopted this fighting style into their way of life. The college of swords in Souros claims be to the originator of the Blade dance style, though no evidence of this exists. In Noroth, there is a group of mercenaries called Lilly Dancers who use and teach the graceful fighting style. Blade dancing is seen as a form of entertainment for the Dragonborn of Devos. Regardless of the origin, this twin sword wielding style has inspired a number of magical items that work together.

BLADE DANCER'S REGALIA

Name	Type
Bracers of Enforced Regret	Wondrous Item
Baffling Cape	Wondrous Item
Rhythm Blade	Weapon
Harmony Blade	Weapon
Gloves of Recovery	Wondrous Item

While wearing/using 2 pieces of Blade Dancer's Regalia, you gain the following bonus:

You gain a 1d6 bonus to your AC against opportunity attacks

While wearing/using 5 pieces of Blade Dancer's Regalia, you gain the following bonus:

You can cast the spell *hunter's mark* three times per day.

BAFFLING CAPE

Wondrous item, uncommon

The enchantments of this cape allow you to move between foes with ease. Once per day while wearing this cape, when a medium sized or smaller creature misses you with a melee attack, you can use a reaction to swap positions with the creature who attacked you.

BRACERS OF ENFORCED REGRET

Wondrous item, uncommon (requires attunement)

These steel bracers enhance your blows against any creature that dares hit you while moving. While wearing these bracers, you gain a +1d4 bonus to damage rolls against any creature who makes an opportunity attack against you until the end of your next turn.

GLOVES OF RECOVERY

Wondrous item, rare (requires attunement)

This elegant leather gloves allow you to recover from fumbling with a prior weapon attack. Twice per day while wearing these gloves, when you miss with a melee weapon attack on your turn, your next weapon attack made has advantage.

HARMONY BLADE

Weapon (any one-handed blade), uncommon

This weapon is one-half of a set, with each blade boosting the other. Whenever you land a critical hit with this weapon, you can make an additional attack with your other hand weapon.

RHYTHM BLADE

Weapon (any light blade), uncommon

This weapon is one-half of a set, with each blade boosting the other. While wielding this weapon and having another weapon in your other hand, you gain a +1 bonus to AC.

GADGETEER'S GARB

Item set (single), rare

The High Hill Kingdom is famous as being the most advanced civilization in Alera thanks to its many gnomish engineers and access to Celestial ruin sites. This set of garbs was developed in the High Hill Kingdom in order to assist with exploration of the Celestial ruin sites, show casing their mastery over arcane and alchemy. This set of magic items was designed for Artificers in mind, but anyone can gain benefits from such a useful set.

GADGETEER'S GARB

Name	Type
Shockweave Armor	Armor
Alchemy Gloves	Wondrous Item
Deep-pocket Cloak	Wondrous Item
Gadgeteer's Goggles	Wondrous Item

While wearing/using 2 pieces of Gadgeteer's Garb, you gain the following bonus:

Whenever you or an allied creature within 15 feet of you regains hit points, the healed creature regains additional hit points equal to your Intelligence modifier (min +1)

While wearing/using 4 pieces of Blade Dancer's Regalia, you gain the following bonus:

You have advantage on all saving throws made to save against the effects of traps.

ALCHEMY GLOVES

Wondrous item, rare

These gloves charge your hands with magical power when holding alchemical items. While wearing these gloves, your range for improvised ranged attacks using alchemical items is increased to 40/120.

DEEP-POCKET CLOAK

Wondrous item, rare

This cloak contains many deep pockets that allow you keep tons of items close at hand. This cloak has 100 pockets and each pocket can hold a 10 pound object that is no larger than a 1-foot cube. The cloak will only ever weigh 1 pound. Breathing creatures inside the cloak can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a Deep-Pocket Cloak inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

GADGETEER'S GOGGLES

Wondrous item, rare

The glass of these goggles have been enchanted in order to help detect traps and disable them. While wearing these goggles, you gain a +1d6 bonus to Wisdom (Perception) and Intelligence (Investigation) checks made to detect traps, as well as checks made to disarm traps.

SHOCKWEAVE ARMOR

Armor (studded leather), rare (requires attunement)

This leather armor is reinforced with copper wires that are enchanted to draw upon lightning in order to boost its wearer. This is a +2 magic armor. While wearing this armor, when you take lightning damage from an attack, you gain a 1d4 bonus to your attack rolls and a 1d6 lightning damage bonus to your weapon attacks for 1 minute.

GOLDEN LION'S BATTLE REGALIA

Item set (single), uncommon to rare

The Burning Sands in the continent of Devos is famous for being a very dangerous place to cross, due to the number of hostile creatures found within the desert and lack of water. However, this doesn't stop many traders from attempting to cross it due to the high taxes of using the Severed Sea. One group of mercenaries famous for traveling the Burning Sands is the Golden Lions, a group of tabaxi barbarians who have mastered using the sands in combat. They offer their services to any merchants who have the coin and are famous for never losing a client.

GOLDEN LION'S BATTLE REGALIA

Name	Type
Hungry Spear	Weapon
Swiftpad Boots	Wondrous Item
Cloak of the Lion's Mane	Wondrous Item
Lion's Claws Gauntlets	Wondrous Item
Thane Blood Weapon	Weapon

While wearing/using 2 pieces of Golden Lion's Battle Regalia, you gain the following bonus:

When you have 3 or more creatures within 10 feet of you, you gain a +1d4 to all melee weapon damage rolls.

While wearing/using 5 pieces of Arms of War, you gain the following bonus:

Once per day, you can use a bonus action to release a roar of power. Make a Charisma (Intimidation) check, adding your Strength Modifier to the roll. All hostile creatures who can hear you within a 30-foot radius must make a Wisdom saving throw equal to or greater than your Charisma (Intimidation) check. On a failed save, they are frightened of you until they make a successful Wisdom saving throw at the end of their turns.

CLOAK OF THE LION'S MANE

Wondrous item, uncommon (requires attunement)

This lionskin cloak give you the presence of the a mighty beast when you take down a foe, letting you strike fear into a surrounding foe. Once per day while wearing this cloak when you kill a creature, you can use a bonus action to attempt to scare a nearby foe. Choose a creature within 15 feet of you. The targeted creature must make a DC 14 Wisdom saving throw. On a failed save, they creature suffers a -1d4 penalty to their attack rolls against you until the end of their next turn.

HUNGRY SPEAR

Weapon (spear), uncommon (requires attunement)

This head of this spear is designed to appear like a lion's head with the mouth holding the bladed tip of the spear. This item is a +1 magic weapon. Once per day when you hit with a ranged attack with this spear, you can cause the lions head to expand and attempt to bite and hold the damaged creature. The damaged creature must make a DC 14 Strength Saving throw, or be restrained. The save is repeated at the end of the creatures turn.

LION'S CLAW GAUNTLETS

Wondrous item, rare (requires attunement)

The gauntlets are crafted from lion's paws and help to make sure your strikes hit true. Twice per day while wearing these gauntlets, when you make a weapon attack roll, you can choose to add a +1d6 bonus to the attack roll before knowing the result of the attack.

SWIFTPAD BOOTS

Wondrous item, uncommon

These supple leather boots allow you to make a leaping jump with lion's strength. Whenever you make a long jump while wearing these boots, you cover a number of feet equal to your Strength score + your Strength modifier + 3.

THANE BLOOD WEAPON

Weapon (any melee), uncommon

This weapon is enchanted in order to increase your bloodlust as you slay foes. This is a +1 magic weapon. Whenever you kill a creature using this weapon, your next attack roll with this weapon gains a +1d4 bonus.

SCRIBE'S NOTES

Every meeting I have had with Tabaxi has always been an interesting one. To think that they could also produce such powerful warriors further cements my interest in them.

KAMESTIRI UNIFORM

Item set (single), rare

When the 4 merchant companies originally formed the Tradewind Kingdom in Noroth, each company brought with them trained warriors to help defend their new settlement. However, the original settlers of the village of Sundew, which the Tradewind company had bought, had their own group of guards known as the Kamestiri. The Kamestiri were light armored warriors of unusual swiftness, and practiced aim. They typically used crossbows, and were adapt on both land and ship. The Kamestiri became the standard for the guards of the new kingdom, so much so that the guards are still called Kamestiri to this day.



KAMESTIRI UNIFORM

Name	Type
Infighting Blade	Weapon
Shipboard Armor	Armor
Boarding Boots	Wondrous Item
Pavise Charm	Wondrous Item
Endless Quiver	Wondrous Item
Kamesti Crossbow	Weapon

While wearing/using 2 pieces of Kamestiri Uniform, you gain the following bonus:

The normal range of a crossbow you wield is increased by 20 feet. The long range of a crossbow you wield increases by 40 feet.

While wearing/using 3 pieces of Kamestiri Uniform, you gain the following bonus:

When you have 2 or more hostile creatures within 5 feet of you, you gain a +1d6 bonus to weapon damage rolls.

While wearing/using 5 pieces of Kamestiri Uniform, you gain the following bonus:

Whenever you reduce a creature to zero hit points, you can move up to half you walking speed as a reaction.

BOARDING BOOTS

Wondrous item, rare

These black leather boots are have sturdy treads that provide excellent traction on watercraft. While wearing these boots, you ignore difficult terrain while on a ship, boat, or other types of water craft. Twice per day, when you use an action to make a long jump, you can also make a single weapon attack as a part of the jump.

ENDLESS QUIVER

Wondrous item, rare

Elven nature in design, this quiver will always contain the ammo that you need for your weapon. This quiver always appears to be empty upon first inspection. However, whenever you go to reach for an arrow or bolt (whichever is appropriate for your weapon), it will magically create one ammunition. Any ammunition that is used from the Endless Quiver turns to dust 1 minute after being fired, and any unfired ammunition will turn to dust after 1 hour. This quiver can only ever create 1 ammunition at a time, and when attempting to create a second bolt or arrow, the previous one turns to dust.

INFIGHTING BLADE

Weapon (Any light weapon), rare

This blade becomes sharper the more surrounded you become. This weapon is a +1 magic weapon. While wielding this weapon, for every 2 hostile creatures that are within 5 feet of you, this weapon deals an additional 1d4 damage.

KAMESTI CROSSBOW

Weapon (any crossbow), rare

This crossbow can hit any distant target with ease and seems to target weak points. This is a +2 magic weapon. This weapon can target creatures within its long range without disadvantage. The critical range of this weapon is increased by 1.

PAVISE CHARM

Wondrous item, rare (requires attunement)

This small shield charm helps to protect you when you are firing bows and crossbows. Twice per day while wearing this charm, when you make a ranged weapon attack on your turn, you can use a bonus action to increase your AC by 1d6 until the end of your next turn. If you move or are forced to move before the end of your next turn, you lose the AC bonus.

SHIPBOARD ARMOR

Armor (leather), rare (requires attunement)

This black leather armor was designed to allow ease of movement regardless of location, and make it almost impossible to fall. This is a +2 magic armor. While wearing this armor, you gain a +1d6 bonus to Strength (Athletics) and Dexterity (Acrobatics) checks made to avoid being moved, pushed, or pulled. You have advantage on checks and saves made to avoid falling prone.

MARJAM'S DREAM

Item set (single), uncommon to rare

These magic items are thought to be created by or collected by one of the first of the Eldritch Knights, Marjam, who was said to have done so under the orders of Melora via dreams. While many cultures now use a mix of the arcane and martial abilities, it is believed that the Eldritch Knights were first started in the ancient civilizations of the wood elves in Noroth, who trained other cultures in the combat style in the Age of Arcana. While few records exist that confirm this, the fact that Eldritch Knights are most commonly found in the Verdant Lush of the Noroth, the previous locations of the ancient wood elves civilizations seems to point strongly to this. Marjam is believed to be one of the original teachers of the Eldritch Knight style of combat.

MARJAM'S DREAM

Name	Type
Boots of Jaunting	Wondrous Items
Gauntlets of Arcane Might	Wondrous Items
Weapon of Arcane Bonds	Weapon
Circlet of Arcane Extension	Wondrous Item
Warded Vambraces	Wondrous Item

While wearing/using 2 pieces of Marjam's Dream, you gain the following bonus:

You gain a +1d6 bonus to Intelligence (Arcana) checks

While wearing/using 5 pieces of Marjam's Dream, you gain the following bonus:

You can cast each of the following spells once per day without spending a spell slot to do so:

Shield
Jump
Longstrider

BOOTS OF JAUNTING

Wondrous item, uncommon

These leather boots are quite comfortable and allow you to easily move past foes and obstacles with out a problem. Once per day while wearing these boots, you can use your move action to teleport 5 feet in any direction so long as the space is unoccupied.

CIRCLET OF ARCANE EXTENSION

Wondrous item, rare (requires attunement)

This golden circlet is enchanted in order to help boost the range of the spells you cast. Twice per day while wearing this circlet when you cast a spell that requires an action, you can use a bonus action to increase the range of the spell by 15 feet.

GAUNTLETS OF ARCANE MIGHT

Wondrous item, uncommon (requires attunement)

The arcane energy you release while wearing these gauntlets is captured and helps to restore your vigor. Once per day while wearing these gauntlets when you cast a spell, you gain temporary hit points equal to the spell slot level used + your Intelligence Modifier (min +1). The temporary hit points last for 5 minutes.

WARDED VAMBRACES

Wondrous item, rare (requires attunement)

These leather armbands enhance your defenses when you cast spells to help keep you alive longer. Twice per day when you cast a spell, you can use a bonus action to increase your AC by 2 until the end of your next turn.

WEAPON OF ARCANE BONDS

Weapon (any heavy or light blade), uncommon

This weapon is typically used by Eldritch Knights due to it's ability to allow spells to have an easier time landing. This is a +1 magic weapon. Once per day when you damage a creature with this weapon, the creature has disadvantage on the next saving throw from a spell that affects it. This effect lasts until a spell affects the creature or until 1 minute passes.

RADIANT TEMPLE TREASURES

Item set (single), rare

In the capital city of Van' Riram, Initiuzar, lies the Radiant Temple. This is believed to be the oldest and longest lasting temple to the god of light, Pelor. During the Red Plague, when the red dragon Frergiss the The False Goddess took over the country, many of the magic items of that temple were stolen and lost. These magic items are thought to be given to the Aasimar by the Solars who protected Pelor.

SCRIBE'S NOTES

The clerics of my expedition group rejoiced at the recovery of these items. I am far more concerned as to how artifacts only lost 30 years ago ended up in an ancient vault thought to be built thousands of years ago.

RADIANT TEMPLE TREASURES

Name	Type
Radiant Temple Uniform	Wondrous Item
Blade of Vengeance	Weapon
Warding Blade	Weapon
Bracers of Zeal	Wondrous Item

While wearing/using 2 pieces of Radiant Temple Treasures, you gain the following bonus:

Once per day when you attack a creature, so long as there are no other creatures within 5 feet of you or the target creature, you have advantage on the attack roll.

While wearing/using 4 pieces of Radiant Temple Treasures, you gain the following bonus:

Once per day, the first death saving throw you make automatically succeeds.

BLADE OF VENGEANCE

Weapon (any heavy or light blade), rare

This blade has the ability to take the pain you have suffered from an attack and turn it into a burst of radiant energy. This is a +2 magic weapon. Twice per day while wielding this weapon, when you are hit by a creature with a melee attack, you can use a reaction to make a weapon attack against the creature. If you hit, you deal radiant damage instead of the normal weapons damage type, and the damaged creature is pushed 10 feet away from you from the burst of radiant energy.

BRACERS OF ZEAL

Wondrous item, rare (requires attunement)

These leather bracers have an enchanted gold inlay that not only provide you with a protective force, but you can also draw upon that force to enhance your attacks. While wearing these bracers, you gain 10 temporary hit points after completing a long rest that last until your next long rest. When you hit with a melee attack or cast a spell that deal damage, you can use a bonus action to lose any temporary hit points you have and deal additional radiant damage equal to the amount of temporary hit points lost.

RADIANT TEMPLE UNIFORM

Wondrous item, rare

This gray uniform fits snugly over any armor type, and helps to keep any armor silent. While wearing this uniform, you don't suffer any disadvantage to Dexterity (Stealth) checks made due to the armor you are wearing. You also gain a +1d4 bonus to Dexterity (Stealth) checks.

WARDING BLADE

Weapon (any light blade), rare (requires attunement)

This silver weapon seems to work in tandem with other weapons to help protect its wielder. This weapon is a +2 magic weapon that has the silvered property. While wielding this weapon while you are two-weapon fighting, you can add this weapon's enchantment bonus to your AC against opportunity attacks.

RESPLENDENT FINERY

Item set (single), rare

The source of where the magic items known as the Resplendent Finery seems to be unknown. Records seem to tell of it being a treasure that is passed around among the nobility of the world due to its fashionable nature. Based on the glamour and illusion type magic that resides within the items, it is rumored to be made by the Faewild Courts as a gift when they came to occupy their space on the Material Plane, but each court of the Faewild denies ever doing so.

RESPLENDENT FINERY

Name	Type
Resplendent Boots	Wondrous Item
Resplendent Circlet	Wondrous Item
Resplendent Cloak	Wondrous Item
Resplendent Gloves	Wondrous Item

While wearing/using 2 pieces of Resplendent Finery, you gain the following bonus:

You gain a +1d6 bonus to Charisma (Deception) checks.

While wearing/using 4 pieces of Resplendent Finery, you gain the following bonus:

You gain a +1d4 bonus to skill check rolls that you are proficient in.

RESPLENDENT BOOTS

Wondrous item, rare

These fashionable boots have enchanted threads embroidered into them that allow one to slip past foes easier. While wearing these boots, you gain a +1d4 bonus to AC for opportunity attacks. Once per day, you can use an action to turn invisible until the start of your next turn.

RESPLENDENT CIRCLET

Wondrous item, rare (requires attunement)

This gold and mithral circlet has the ability to mask your intentions. While wearing this circlet, any creature who is within 25 feet of you suffers a -1d4 penalty to their Intelligence (Insight) rolls to determine if you are lying or your intentions. Creatures who are affected by this circlet can only determine the source if they make a DC 17 Intelligence (Arcana) check.

RESPLENDENT CLOAK

Wondrous item, rare (requires attunement)

This rich colored cloak has the ability to help protect the minds of you and those near you. While wearing this cloak, you and each allied creature within 15 feet of you have advantage on Wisdom Saving throws.

RESPLENDENT GLOVES

Wondrous item, rare

These calfskin gloves are both soft and stylish, and boost your ability to break a foe's mind. While wearing these gloves, whenever a creature fails a Wisdom saving throw from one of your spells, they take 1d4 psychic damage. This damage does affect any spells that end due to damage.

SHADOWDANCER'S GARB

Item set (single), rare to very rare

The source of these clothes is believed to be from Shadow Elves who are on missions from the Raven Queen on the Material Plane. The nature of the clothes are perfect for those who are wanting to go unnoticed and unseen. It is rare for people to have more than 1 piece of this set, due to items either being stolen or the wielder being killed for the items themselves.

SHADOWDANCER'S GARB

Name	Type
Shadowdancer's Cloak	Wondrous Item
Shadowdancer's Mask	Wondrous Item
Shadowdancer's Gloves	Wondrous Item
Shadowdancer's Boots	Wondrous Item

While wearing/using 2 pieces of Shadowdancer's Garb, you gain the following bonus:

You gain a bonus to your Strength (Athletics), Dexterity (Stealth), and Dexterity (Slight of Hand) checks equal to the amount of item you have from this set.

While wearing/using 4 pieces of Shadowdancer's Garb, you gain the following bonus:

At the beginning of each encounter, so long as you aren't being ambushed, you turn invisible until the end of your turn.

SHADOWDANCER'S BOOTS

Wondrous item, very rare (requires attunement)

These sleek boots are very light, and quicken your step while in shadow. While wearing these boots, your walking speed is increased by 10 feet in dim light, and 20 feet in darkness.

SHADOWDANCER'S CLOAK

Wondrous item, rare

This black flowing cloak helps to keep you hidden while you are attempting end a foe. Twice per day while wearing this cloak, when you miss with an attack roll against a creature while hidden from that creature, you can make another stealth check to attempt to remain hidden from them.

SHADOWDANCER'S GLOVES

Wondrous item, rare (requires attunement)

These gloves draw shadows from around you in order enhance your hidden attacks. Twice per day while wearing these gloves, when you damage a creature that you are hidden from, the damaged creature takes an additional 1d6 necrotic damage as the shadows draw life-force from the damaged creature.

SHADOWDANCER'S MASK

Wondrous item, rare (requires attunement)

This black featureless mask makes it easier to hide, both your lies and yourself. Twice per day while wearing this mask, whenever you make a Dexterity (Stealth) or Charisma (Bluff) check, you can make that check with advantage and a +1d6 bonus.

SKIN OF THE PANTHER

Item set (single), uncommon to rare

Deep in the Veiled Jungle, panthers are seen by the Tabaxi as the aspect of stealth for the Cat Lord. As such, they are protected by the Tabaxi clans of the Sunlit Shadow. The hunting of panthers is seen as highly taboo. That said, the druids who protect animals in the jungle take the hide of panthers who have passed away and enchant them, giving them to trusted members who use their power to protect the aspects of the Cat Lord. It is very rare to see these items outside of the jungles of Devos.

SKIN OF THE PANTHER

Name	Type
Shadow Hunter Hide	Armor
Death Fang Totem	Totem
Claw Gloves	Wondrous Item
Panther Slippers	Wondrous Item
Cat's-eye Headband	Wondrous Item

While wearing/using 2 pieces of Skin of the Panther, you gain the following bonus:

You gain a bonus to Dexterity (Stealth) checks equal to the amount of item you have from this set.

While wearing/using 5 pieces of Skin of the Panther, you gain the following bonus:

Once per day when you beast shape, you become invisible until the end of your next turn or until you cast a spell or attack.



CAT'S-EYE HEADBAND

Wondrous item, rare

This black leather headband features two pieces of green jade in the shape of eyes. While wearing this headband, you gain Darkvision out to a range of 60 feet. If you already have Darkvision, wearing the headband increases its range by 60 feet. You also gain a +1d6 bonus to Wisdom (Perception) checks made.

CLAW GLOVES

Wondrous item, uncommon (requires attunement by a druid)

These gloves have claws from a panther that are enchanted to be carried over to other forms. Once per day while wearing these gloves when you beast shape your panther claws can manifest in order to strike when least expected. When you hit a creature with an attack roll that has advantage, you deal an additional 1d10 slashing damage from the panther claws manifesting in the attack.

DEATH FANG TOTEM

Totem, uncommon (requires attunement by a druid)

This totem is made from the bone, teeth, and sinew of panthers. This item is a +1 magic spell casting focus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Once per day when you damage a creature with a melee attack, the next attack roll against that creature has advantage.

PANTHER SLIPPERS

Wondrous item, rare (requires attunement by a druid)

These soft claws slippers are useful for druids to keep foes away from you. Twice per day when a hostile creature moves to be within 5 feet of you, you can use a reaction to move 5 feet away. If you are currently beast shaped, you can move 15 feet away.

SHADOW HUNTER HIDE

Armor (hide), uncommon

This shimmering hide armor from panthers allows you to move stealthfully without sacrificing speed. While wearing this armor, you can move your full walking speed while stealthing without disadvantage.

TOOLS OF ZANE'S VENGEANCE

Item set (single), rare

The tale of Zane is one of sorrow and revenge. Zane was a druid who was blinded by a hag and entire clan was killed by the hag's minions. Zane swore vengeance and crafted weapons and garbs in order to destroy the hag and her minions. While he did eventually complete his task, the process of enchanting these items was done through blood magic, and ultimately lead to Zane's death.

TOOLS OF ZANE'S VENGEANCE

Name	Type
Savage Mask	Wondrous Item
Cloak of the Crimson Path	Wondrous Item
Blood Harvest Blade	Weapon
Totem of the Bleeding Eye	Totem

While wearing/using 2 pieces of Tools of Zane's Vengeance, you gain the following bonus:

You gain a bonus to Charisma (Intimidation) checks equal to the amount of item you have from this set.

While wearing/using 4 pieces of Zane's Vengeance, you gain the following bonus:

You gain Blindsight of 30 feet.

BLOOD HARVEST BLADE

Weapon (scimitar), rare

This curved blade hungers for blood after killing a foe, leading to easier strikes after doing so. This weapon is a +2 magic weapon. Whenever you kill a medium or larger creature with this weapon, you gain advantage on attack rolls against other creatures who are within 5 feet of you until the end of your next turn.

CLOAK OF THE CRIMSON PATH

Wondrous item, rare

This cloak is covered in a ever present blood crust and allows you to swap places with a foe who wounds you. Twice per day while wearing this cloak when you are damaged by a creature within 30 feet of you, you can use a reaction to force the creature to make a DC 16 Wisdom saving throw. On a failed save, both you and the creature who damaged you teleport and swap places.

SAVAGE MASK

Wondrous item, rare (requires attunement)

This mask is in the visage of a savage creature, and helps to protect your mind, as well as your body from wide attacks. While wearing this mask, you gain a +1d6 bonus to Wisdom saving throws. You also gain a +1d6 bonus to your AC and saving throws (except Wisdom) when targeted by a spell or attack that affects an area rather than a single target.

TOTEM OF THE SEVERED EYE

Totem, rare (requires attunement by a druid)

This totem has several severed eyes bound to it that can help you to see creatures who hide by magical means. This is a +2 magical spell focus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, You can use a bonus action to enhance your own vision. You gain a +1d6 bonus to Wisdom (Perception) checks and can see invisible creatures for 1 minute.

ZY TORMTOR'S TRINKETS

Item set (single), uncommon

Zy Tromtor is a name that is very rarely spoken on the surface of the Material Plane. The reason for this is that Zy Tromtor was a male Drow who was said to have formed a pact with a powerful spirit or demon. Using his power, he murdered and plundered his way through many powerful houses in of the Drow before being put down. Items that bear his name are an attempt to reclaim some of the power he wielded in the Underdark.

ZY TORMTOR'S TRINKETS

Name	Type
Prison of Salzacas	Wondrous Item
Pact Blade	Weapon
Spidersilk Mantle	Wondrous Item
Blackleaf Gloves	Wondrous Item

While wearing/using 2 pieces of Zy Tormtor's Trinkets, you gain the following bonus:

When you use the *Prison of Salzacas* to summon an *Unseen Servant*, the *Unseen Servant* gains your AC, Saving Throws, and Ability Scores.

While wearing/using 4 pieces of Zy Tormtor's Trinkets, you gain the following bonus:

Whenever you make an attack or cast a spell, you can use the location of the *Unseen Servant* summoned from the *Prison of Salzacas* as the source of the attack or spell.

BLACKLEAF GLOVES

Wondrous item, uncommon

These gloves are made of corrupted leaves from an ancient Faewild tree and allow the wearer to move quickly after attacking. Once per day while wearing these gloves when you cast a spell or make a weapon attack, you can use a bonus action to teleport 15 feet to an unoccupied space that you can see.

PACT BLADE

Weapon (any light blade), uncommon (requires attunement)

This bladed weapon is enchanted in order to work with almost any spell caster. This is a +1 magic weapon. This weapon also counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls.

PRISON OF SALZACAS

Wondrous item, uncommon

This iron flask seems to be inscribed with runes that somewhat dilute its abilities. It is said to contain an extremely powerful demon or spirit in a weakened state. Twice per day, you can use this iron flask in order to cast the spell *unseen servant*.

SPIDERSILK MANTLE

Wondrous item, uncommon (requires attunement)

This mantle is spun from silk from a demonic spider creature that occupies the Underdark and is enchanted to grant you a portion of their power. Once per day while wearing this mantle, you can use a bonus actions to gain the effects of the *spider climb* spell until the end of your turn.



ARMS OF UNBREAKABLE HONOR

Item set (single), rare to very rare

In the First Era, many champions went around Alera in order to try and bring order to the many warring nations and countries during this time. One such champion was Bradaman, a heroine who spoke of the peace and prosperity of the lost Age of Arcana. Many different accounts give her different races or explain she worshiped different divine of the Prime Divinity, but it is known that her weapons and armor she wielded are an example of her valor in that chaotic age.



ARMS OF UNBREAKABLE HONOR

Name	Type
Unbroken Lance	Weapon
Bradaman's Weapon	Weapon
Mirrored Plate	Armor
Pennant Helm	Wondrous Item
Shield of Fellowship	Wondrous Item
Bridle of Flame	Mount item

While wearing/using 2 pieces of Arms of Unbreakable Honor, you gain the following bonus:

3 times per day when you hit a single creature with at least 2 attacks on your turn, you can dash without requiring an action to do so.

While wearing/using 5 pieces of Arms of Unbreakable Honor, you gain the following bonus:

3 times per day whenever you use at least 5 points when using the *lay on hands* feature, the creature heals an additional 5 points.

BRADAMAN'S WEAPON

Weapon (any melee weapon), very rare (requires attunement by a paladin)

This weapon is crafted with extremely beautiful filigree that helps to draw upon holy powers while also functioning as a weapon. This is a +3 magic weapon. This weapon also counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls.

BRIDLE OF FLAME

Mount item, very rare (requires attunement by a mount)

This black leather bridle is decorated with a golden flame motif, when called upon to heal and protect your mount. 3 times per day while you are riding this mounted creature, you can use a bonus action to call upon the power of the bridle. The mounted creature retains its original form and features, but becomes made of wind and flame. When this feature is first used, you can expend any number of hit dice to heal your mount. While your mount is in this form, any hostile creature that starts or ends its turn within 5 feet of your mount takes that creature takes 1d10 fire damage and catches fire. The fire lasts until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns. Your mount also gains immunity to fire damage. This form lasts for 1 hour, or until you end it as a bonus action.

MIRRORED PLATE

Armor (plate), rare

This plate armor is shined to a mirror-like finish, helping to boost your authority and blind foes. This is a +2 magic armor. While wearing this armor, you gain a +1d6 bonus to Charisma (Persuasion) checks. Whenever you hit with a critical hit from a melee attack, you can use a reaction to force the attacker to make a DC 17 Wisdom saving throw. On a failed save, the attacker is blinded until the end of your next turn. The creature must rely on sight in order to be affected.

PENNANT HELM

Wondrous item, rare (requires attunement by a paladin)

This helm is decorated with golden runes that help protect your spirit and boost the wellbeing of those around you. While wearing this helmet, you gain a +1d4 bonus to Wisdom saving throws. Once per day, you can use a bonus action to expend 1 hit die for each allied creature within 5 feet of you. If you do, each allied creature can spend any number of hit dice to heal equal to the results of the hit die rolled.

SHIELD OF FELLOWSHIP

Armor (shield), very rare

This polished metal shield has runes on the inside of the shield that allow you to transfer temporary strength. This is a +3 magic shield. While wielding this shield whenever you have temporary hit points, you can use a bonus action to touch a creature and transfer your temporary hit points to that creature. The amount of time that the temporary hit points remain for is unchanged when this feature is used.

UNBROKEN LANCE

Weapon (lance), rare

This holy lance grows with power when you charge forward on your mount. This is a +2 magic weapon. Whenever you use your full walking speed while mounted, this lance begins to glow with power. If you hit a creature, the creature must make a DC 17 Strength saving throw. On a failed save, they are knocked prone.

ASPECT OF THE RAM

Item set (single), rare

Many different cultures see the ram as a source of primal power. Dwarven clans often design their war hammers to have a ram's head. The siege engines of man will put a ram's head to their battering rams. Barbarian clans will often see rams both as a source of food and materials, seeing them as sacred. These items are based on the power of mountain rams.



ASPECT OF THE RAM

Name	Type
Stern Mountain Totem	Totem
Steady Boots of the Ram	Wondrous Item
Charger's Headdress	Wondrous Item
Fleece of Renewal	Wondrous Item

While wearing/using 2 pieces of Aspect of the Ram, you gain the following bonus:

When you use your full walking speed on your turn, your next damage roll does an additional 1d6 damage.

While wearing/using 4 pieces of Aspect of the Ram, you gain the following bonus:

You may Dash as a bonus action rather than a standard action

CHARGER'S HEADDRESS

Wondrous item, rare

This headdress is made with horns of various sizes from a mountain ram, harnessing the power of the ram for your attacks. While wearing this headdress, whenever you use your full walking speed, you gain a +1d6 bonus to your next attack roll.

FLEECE OF RENEWAL

Wondrous item, rare (requires attunement)

The ram's fleece cloak boosts your vitality when you charge at your foes. Twice per day while wearing this cloak, when you use your full walking speed on your turn, you can gain +1d10 temporary hit points. The temporary hit points last for 1 minute.

STEADY BOOTS OF THE RAM

Wondrous item, rare

These fur boots allow you to walk over almost any terrain without concern. While wearing these boots, you ignore difficult terrain. You also gain a +1d4 bonus to Dexterity (Acrobatics) checks made for landing jumps.

STERN MOUNTAIN TOTEM

Totem, rare (requires attunement by a druid)

This ram's horn has a mountain stone that helps to bring you the strength of the mountains. This is a +2 magical spell focus. This item counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. Twice per day while attuned to this item, whenever you hit a creature with a melee attack, you can expend a hit die and regain hit points equal to the hit die results.

AYRKASHNA ARMOR

Item set (single), rare to very rare

Back in the Age of Arcana, many celestial creatures occupied the same space as mortal creatures on the material plane. One such creature was the Deva, celestial messengers for divine beings. The Deva are said to work with creatures of a similar nature to themselves during this era, and created weapons and armor to help protect those who traveled with them. While the original items themselves are lost, copies of the enchantments do exist in the Aasimar country of Van'Riram.

AYRKASHNA ARMOR

Name	Type
Weapon of Evil Undone	Weapon
Helm of Vision Unclouded	Wondrous Item
Crest of Vigilance Eternal	Wondrous Item
Armor of Essence Inviolata	Armor
Sash of Vitality Ceaseless	Wondrous Item

While wearing/using 2 pieces of Ayrkashna Armor, you gain the following bonus:

You gain resistance to fire damage

While wearing/using 5 pieces of Ayrkashna Armor, you gain the following bonus:

Once per day, you can use an action to call upon a holy healing power. For 1 minute at the start of your turn, you regain 10 hit points.

ARMOR OF ESSENCE INVIOLOATE

Armor (any), rare (requires attunement)

This armor is enchanted in order to help boost your defenses when your spirit is weakened. This is a +2 magic armor. While wearing this armor whenever you fail a Intelligence or Wisdom saving throw, you gain a +1d4 AC bonus until the end of your next turn.

CREST OF VIGILANCE ETERNAL

Wondrous item, rare

This special pair of bracers can shift into a shield, and helps to keep your focus. This item can shift between being bracers or being a shield with a bonus action. Twice per day while wearing or wielding this item when you are stunned, you end being stunned.

HELM OF VISION UNCLOUDED

Wondrous item, rare

This helm has an enchanted band of platinum that sharpens your wit and helps to see hidden creatures. While wearing this helmet, you gain a +1d4 to Wisdom (Insight) and Wisdom (Perception) checks. Once per day, you can use a bonus action in order to be able to see invisible creatures and objects for 1 minute.

SASH OF VITALITY CEASELESS

Wondrous item, very rare

This red and white sash helps to draw upon your spirit in order to help boost healing effects. Whenever you regain hit points or gain temporary hit points, you gain additional hit points equal to your Wisdom modifier (min +1).

WEAPON OF EVIL UNDONE

Weapon (any), rare (requires attunement by a cleric or paladin)

This weapon is made from purified metal that helps to fight off evil creatures. This is a +2 magic weapon. This weapon also counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls. This weapon does an additional 1d6 radiant damage against fiends.

CHAMPION'S FLAME

Item set (single), rare to very rare

This set of items comes from a legendary priests or group of priests who traveled around Alera to root out an epidemic of corruption within the Churches of the Prime Divinity. Due to the numerous tales that surround the Champion's Flame, it is possible that their may have been multiple Champions, one for each of the Prime Divinity.

CHAMPION'S FLAME

Name	Type
Champion's Hauberk	Armor
Weapon of Cruel Persuasion	Weapon
Champion's Symbol	Holy Symbol
Restorative Gauntlets	Wondrous Item
Pursuer's Boots	Wondrous Item

While wearing/using 2 pieces of Champion's Flame, you gain the following bonus:

You gain a bonus to your Wisdom (Insight) and Charisma (Intimidation) checks equal to the amount of item you have from this set.

While wearing/using 5 pieces of Champion's Flame, you gain the following bonus:

When a creature makes a Charisma (Deception) check against you, and you make a successful Wisdom (Insight) check and determine they are lying to you, you gain advantage on all skill checks and attack rolls against the creature for 1 minute.

CHAMPION'S HAUBERK

Armor (chain shirt or scale mail), rare (requires attunement by a cleric)

This armor is designed in order to be worn under a priests robes, and allows the wearer to cast more spells of healing. This is a +2 magic armor. Twice per day while wearing this armor, you can use a bonus action to cast the spell *healing word* at 1st level.

CHAMPION'S SYMBOL

Holy symbol, rare (requires attunement by a cleric or paladin)

This symbol is designed to symbolize the flames of faith that burn inside of you. This is a +2 magical holy symbol. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. While you are attuned to this holy symbol, you can cast the spell *command* instantly without spending a spell slot. This feature can be used once per day. You must be carrying this item to use these features.

PURSUER'S BOOTS

Wondrous item, very rare

These fine leather boots allow you to make sure that you keep your foes close when they choose to flee. 3 times per day while wearing these boots, whenever a creature within 5 feet of you disengages, you can use a reaction to move up to your walking speed, so long as you use the movement to move as close to the disengaged creature as possible.

RESTORATIVE GAUNTLETS

Wondrous item, very rare

These black leather gloves provide you with the ability to remove ailments at a cost. While wearing these gloves, you can cast the spell *lesser restoration*. If you cast the spell by using these gloves, you take fire damage equal to half your overall level.

WEAPON OF CRUEL PERSUASION

Weapon (any melee), very rare (requires attunement by a cleric or paladin)

The wounds left behind from weapon brands the creature, preventing further attacks from that creature. This is a +3 magic weapon. Three times per day when you hit a creature with this weapon, you can brand them with the Mark of Cruel Persuasion for 1 minute. Creatures who are marked with the Mark of Cruel Persuasion consider you to be under the effects of the *sanctuary* spell.

ELDRITCH PANOPLY

Item set (single), rare to legendary

The items of the Eldritch Panoply are thought to be given to the original masters of the Eldritch style of fighting. Made from a still unknown type of metal, these items given off a strange magical energy that seems to enhance Eldritch Knights who are able to collect and wield these items.

ELDRITCH PANOPLY

Name	Type
Swift-step Boots	Wondrous Item
Blade of the Eldritch Knight	Weapon
Eldritch Medallion	Wondrous Item
Rebuking Bracers	Wondrous Item
Belt of Breaching	Wondrous Item
Dimensional Gauntlets	Wondrous Item

While wearing/using 2 pieces of Eldritch Panoply, you gain the following bonus:

Whenever you use a feature or spell to teleport, you can use a bonus action to teleport an additional 10 feet.

While wearing/using 4 pieces of Eldritch Panoply, you gain the following bonus:

Once per day as a bonus action, you can place a Eldritch Aegis on creature that you can see, which lasts 1 minute. Whenever a creature who is under the effects of the Eldritch Aegis attacks a creature other than you, your next attack roll gains a bonus equal to the amount of items from this set you have.

While wearing/using 6 pieces of Eldritch Panoply, you gain the following bonus:

You gain a +1 bonus to AC, attack rolls, and damage rolls so long as you are wearing light armor or no armor.

BELT OF BREACHING

Wondrous item, legendary

While this leather belt seems very simple in appearance, it actually contains a powerful enchantment that heals and teleports the wearer. While wearing this belt, whenever you kill a hostile creature, you can spend a hit dice in order to regain hit points equal to the results of the hit dice. You also can immediately teleport 25 feet to a location that you can see.

BLADE OF THE ELDRITCH KNIGHT

Weapon (longsword), very rare (requires attunement by a fighter)

This blade is lined with mystic runes that glow with a faint energy. This is a +2 magic weapon. While wielding this weapon, the first attack you make with this weapon on your turn can target creatures who are up to 25 feet away, as the blade releases a glowing energy that cuts foes from a distance.

DIMENSIONAL GAUNTLETS

Wondrous item, legendary

This light mail gauntlets are enchanted to allow you to temporarily extend the range of your attacks against foes. 3 times per day while wearing these gauntlets, you can use a bonus action to extend the melee range of your weapons by 5 feet until the start of your next turn. If you are wielding the *Blade of the Eldritch Knight*, this range is extended by an additional 5 feet.

ELDRITCH MEDALLION

Wondrous item, very rare (requires attunement)

This rare medallion made of silver has runes of teleportation that activate upon the wearer receiving pain. 3 times per day while wearing this medallion, when you take damage from an attack or spell, you can use a reaction to teleport up to 15 feet away to an unoccupied space you can see.

REBUKING BRACERS

Wondrous item, very rare

These bracers are adorned with blue gems that flash whenever you land a devastating attack on a foe. While wearing these bracers, whenever you hit with a critical hit, you can teleport up to 15 feet away to a unoccupied location that you can see. If you are wielding the *Blade of the Eldritch Knight*, the creature also takes an additional 1d8 force damage from you teleporting away with a concussive blast.

SWIFT-STEP BOOTS

Wondrous item, rare (requires attunement)

These plain leather boots allow you to teleport as you are rushing into battle. While wearing these boots whenever you use a Dash action, instead of walking for the last 15 feet of your movement, you can instead teleport 15 feet to a unoccupied location that you can see.

GIFTS FOR THE QUEEN

Item set (single), rare to very rare

Legends tell of an ancient elven queen who was dragged into the Shadowfell by unknown means. The man who loved her scoured the world for magic items that could help guide and protect him in his attempt to rescue her. While it is said in the legend that he was successful, no one knows what ended up happening to them. The items and artifacts he wielded in the legends can still be found, lending some fact to the stories.

SCRIBE'S NOTES

The lengths that one goes for love... heartbreaking.

GIFTS FOR THE QUEEN

Name	Type
Bracelet of the Radiant Storm	Wondrous Item
Crown of the Brilliant Sun	Wondrous Item
Queen's Staff	Staff
Spark Slippers	Wondrous Item
Ring of the Radiant Storm	Ring

While wearing/using 2 pieces of Gifts for the Queen, you gain the following bonus:

Whenever you deal lightning or radiant damage, you deal additional damage of that type equal to the amount of items you have from this set.

While wearing/using 4 pieces of Gifts for the Queen, you gain the following bonus:

You gain immunity to lightning and radiant damage.

BRACELET OF THE RADIANT STORM

Wondrous item, very rare (requires attunement)

This bracelet is comprised of pure energy and seems to absorb energy base attacks directed towards it. While wearing this bracelet, you gain resistance to lightning and radiant damage.

CROWN OF THE BRILLIANT SUN

Wondrous item, rare

This gold crown has the ability to convert one form of energy into another. Twice per day while wearing this crown, whenever you deal lightning damage, you can choose to deal radiant damage instead.

RING OF THE RADIANT STORM

Wondrous item, very rare (requires attunement by a spell caster)

The gemstone of this platinum ring is actually made of pure energy which can be drawn upon to empower your energetic attacks. While wearing this ring whenever make a damage roll for lightning or radiant damage, you can reroll any 1's you roll. Once per day, when you miss with a spell that deals lightning or radiant damage, you can use a bonus action to regain lost spell slot used for that spell, up to a 4th level spell slot.

SPARK SLIPPERS

Wondrous item, very rare

This glass slippers appear fragile, but they are magically unbreakable, and are electrically charged to protect you. 3 times per day while wearing these slippers, whenever a creature moves within 5 feet of you, you can use a reaction to have the creature make a DC 18 Dexterity saving throw. On a failed save they take 2d8 lightning damage, or half as much on a successful save.

QUEEN'S STAFF

Staff, very rare (requires attunement by a spell caster)

This staff is made from various stones that are magically held together in the shape of a staff. This staff has 7 charges, and regains 1d4 charges at dawn. Whenever you hit with a spell that deals lightning or radiant damage, you can expend any number of charges to increase the damage done by the spell by +1d6 for each charge used.

OFFERINGS OF CELESTIAN

Item set (single), very rare to legendary

The items from this set seems to made with an extremely strange material that is not natural to Alera. Lore surrounding these items seems to mention it being made during the Age of Arcana from a meteorite that fell and shattered. The nature of meteorite seems to have some radiant power behind it, though not of that found with the power of the Divine. Some of the churches of Van' Riram consider these items heretical due to this.

SCRIBE'S NOTES

The clerics are certainly interested these ones. The evidence of these items seem to suggest that Divine power can come from the Far Realms as well.

OFFERINGS OF CELESTIAN

Name	Type
Mooncloth Robes	Wondrous Item
Staff of the Far Wanderer	Staff
Star-Strewn Scarf	Wondrous Item
Gloves of the Wandering Star	Wondrous Item
Sun Sphere	Wondrous Item

While wearing/using 2 pieces of Offerings of Celestian, you gain the following bonus:

As a bonus action, you can gain resistance to cold, psychic, or radiant damage until the start of your next turn.

While wearing/using 4 pieces of Offerings of Celestian, you gain the following bonus:

3 times per day, whenever you use a feature, spell, or item to teleport, you can also teleport a number of creature within 10 feet of you equal to the number of items you have from this set.

GLOVES OF THE WANDERING STAR

Wondrous item, legendary (requires attunement)

These gloves contain a strange, foreign light that can empower your attacks with a burst of starlight. 3 times per day while wearing these gloves, whenever you make a ranged attack or spell, you can enhance your attack to burst like a star on contact. After the ranged attack hits or misses, every creature within a 5 feet sphere of the targeted creature must make a DC 20 Wisdom saving throw. On a failed save, they take 2d8 radiant damage and are blinded. At the end of their turn, they repeat the save. Affected creatures are blinded until they make a successful save.

MOONCLOTH ROBES

Wondrous item, legendary

These grayish robes have a odd shimmer to them due the enchanted meteorite dust woven into the fabric. This robe has 7 charges and regains 1d4 charges at sundown. While wearing these robes, whenever a creature misses you with a melee attack, you can use a reaction to expend a number of charges to have the robes attempt to force them away. The attacking creature must make a DC 20 Strength saving throw. On a failed save, the creature is pushed 10 feet away from you for each charge expended. If are wearing the *Sun Sphere*, you may use this feature as a part of the *Sun Sphere* feature.

STAFF OF THE FAR WANDERER

Staff, very rare (requires attunement)

This white wood staff is adorned with 4 star like gems that float around the head of the staff, glowing with a faint light. This staff has 5 charges, and regains 1d4 charges at sundown. Whenever you deal radiant damage to a creature while wielding this staff, you can expend a charge in order to teleport 15 feet closer or further away from the damaged creature.

STAR-STREWN SCARF

Wondrous item, very rare

Made of a shimmering black material, this scarf not only helps to protect your vision, but can also sacrifice it in order to help protect your body. While wearing this scarf, you have immunity to being blinded. Once per day, you can use a bonus action to have the scarf radiate with a strange light until the end of your next turn. While this light is active, you are considered blinded, ignoring the immunity granted by this item, but attacks against you do have advantage. Additionally, any creature who sees the light suffers a -5 to their attack rolls against you.

SUN SPHERE

Wondrous item, legendary (requires attunement)

A miniature star floats around your head searing foes with a radiant light who get too close to you, While wearing this item, it floats 1 foot around your head and emits dim light 5 feet around you, which can be turned off as a bonus action. While wearing this item, you gain resistance to fire damage. Additionally in place of making a standard opportunity attack, you have the miniature sun swing around and attempt to strike. The creature must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage and 1d8 radiant damage. If are wearing the *Mooncloth Robes*, you may use this feature as a part of the *Mooncloth Robes* feature.

PANOPLY OF THE SHEPHERDS OF GHEST

Item set (single), rare to very rare

In Souros, the major center of learning is the Starag Province, a country of intellectuals and knowledge. However, it is believed that Starag Province was created from the remnants of a even greater intellectual society called Ghest. Legends of Ghest comes from the ruins that surround the Starag Province that tell of floating cities that were brought down during the Age of Arcana. These legends also tell of the survivors of those crashed cities who helped to form the Starag Province as it is today, who are referred to as “Shepherds” in the legends.

PANOPLY OF THE SHEPHERDS OF GHEST

Name	Type
Shepard’s Battle Standard	Wondrous Item
Shepherd’s Arms	Weapon
Helm of Able Defense	Wondrous Item
Crystalline Breastplate	Armor

While wearing/using 2 pieces of Panoply of the Shepherds of Ghest, you gain the following bonus:

A number of allied creatures within 10 feet of you gain the same resistances to damage as you have, equal to the amount of items you have from this set.

While wearing/using 4 pieces of Panoply of the Shepherds of Ghest, you gain the following bonus:

Allied creatures within 10 feet of you gain a +1 to AC.

CRYSTALLINE BREASTPLATE

Armor (breastplate, half plate), very rare (requires attunement)

This breastplate is adorned with a number of thumb sized crystals that can be tune to resist certain elements at the cost of being vulnerable to others. This is a +3 magic armor. After a long rest, choose one of the following pairs: fire and cold, lightning and thunder, necrotic and radiant, or force and psychic. You gain resistance to one damage type and vulnerability to the other while wearing this armor.

HELM OF ABLE DEFENSE

Wondrous item, very rare (requires attunement)

This helm is adorned with crystal eyes that help to protect your body, mind and spirit. While wearing this helm, you gain +2 to your AC and saving throws. When you take damage, you are unable to use this feature again until you take a short or long rest.

SHEPHERD’S ARMS

Weapon (any glaive, pike, or halberd), very rare (requires attunement)

The business end of this weapon is formed from reinforced crystals that help to protect your allies. This is a +2 magic weapon. While wielding this weapon, creatures who are within 10 feet of you cannot gain advantage against friendly creature who are within 10 feet of you.

SHEPHERD’S BATTLE STANDARD

Battle standard, rare

This tall banner is set with crystals, helping to inspire those around it to keep foes at bay. Using an action, you can plant the standard into the ground or remove it. When the standard is planted, it creates a 25-foot radius aura from the flag. The aura lasts one hour, or until the standard is removed. Once the effect ends, it cannot be used again until the next dawn. When the standard is planted, the aura has the following effect.

All allies gain a +1d4 bonus to Wisdom saving throws. Hostile creatures who enter the aura consider the area difficult terrain.

RAIMENT OF SHADOWS

Item set (single), rare to very rare

Across the Shadowfell, there are warrior-warlocks known as Hexblades. While most of these entities prefer to work alone, there is a group know as the Blades of Shadow who follow the Raven Queen. This legendary group of Shadow elves are thought to have a pact with an entity who serves the Raven Queen eternally, though their methods and reasoning are unknown.



RAIMENT OF SHADOWS

Name	Type
Greater Pact Blade	Weapon
Razordark Bracers	Wondrous item
Darkstrike Armor	Armor
Tenebrous Mask	Wondrous item
Cloak of Burgeoning Shadow	Wondrous item

While wearing/using 2 pieces of Raiment of Shadows, you gain the following bonus:

You gain a bonus to Dexterity (Stealth) checks made equal to the number of items from this set you have.

While wearing/using 5 pieces of Raiment of Shadows, you gain the following bonus:

Whenever you kill a creature who is affected by your Hexblade's Curse or your *hex* spell, you become invisible until the end of your next turn.

CLOAK OF BURGEONING SHADOW

Wondrous item, very rare

This dark cloak appears to be made of shadows that trail off. While wearing this cloak both you and allied creatures within 5 feet of you gain a +1d6 bonus whenever you make a Dexterity (Stealth) checks to hide.

DARKSTRIKE ARMOR

Armor (any light or medium armor), very rare (requires attunement by a warlock)

This black armor helps to protect you when you are singling out a foe for death. This is a +1 magic armor. While wearing this armor, any creature who is affected by your *hex* spell or Hexblade's Curse considers you to have +3 AC.

GREATER PACT BLADE

Weapon (any light blade), rare (requires attunement)

This enhanced blade weapon is enchanted in order to work with almost any spell caster. This is a +2 magic weapon. This weapon also counts as a spell casting focus, and you can add its enchantment bonus to your spell attack and damage rolls.

RAZORDARK BRACERS

Wondrous item, very rare (requires attunement by a warlock)

These leather bracers are lined with razor glass-like shadows that allow you to focus on casting at creatures without missing at close range. While wearing these bracers, you do not have disadvantage on attack rolls for ranged attacks against creature within 5 feet. You can also use a cantrip level spell as an opportunity attack rather than a weapon attack.

TENEBOUS MASK

Wondrous item, very rare

This thin strip of black silk covers your face, but allows you to see foes behind cover more clearly. While wearing this mask, you gain dark vision of 30 feet. If you already have dark vision, your dark vision increases by 30 feet. You also ignore half cover when making ranged attacks against creatures.

RAIMENT OF THE WORLD SPIRIT

Item set (single), rare to very rare

These items are believed to be some of the first items crafted by druids in the Age of Arcana. No evidence of tools are shown in the crafting of these items, which tend to leave many thinking they were crafted with very powerful druidic magic instead. It is said these items contain the essence of the first nature spirits that Melora ever created.

RAIMENT OF THE WORLD SPIRIT

Name	Type
Necklace of Fate	Wondrous Item
Shield of the World Tree	Armor
Mask of the Vengeful Spirit	Wondrous Item
Ring of Many Forms	Ring

While wearing/using 2 pieces of Raiment of the World Spirit, you gain the following bonus:

You gain a bonus to saving throws equal to the number of items you have from this set.

While wearing/using 4 pieces of Raiment of the World Spirit, you gain the following bonus:

Whenever you regain hit points, you regain an additional 1d8.

MASK OF THE VENGEFUL SPIRIT

Wondrous item, very rare

This simple wooden mask can take the appearance of a dangerous beast when you are in danger. 3 times per day while wearing this mask when you roll initiative, choose a creature you can see. The chosen creature must make a DC 18 Wisdom saving throw or be frightened of you until the end of your next turn.

NECKLACE OF FATE

Wondrous item, rare (requires attunement)

This necklace of acorns and vines connects you to a spirit of nature, helping to protect you from magical effects and conditions. While wearing this necklace, you gain a +1d6 bonus to all saving throws against magical spells and effects. If you are required to make a saving throw at the end of your turn to end a condition caused by a magical effect or spell, you roll with advantage.

RING OF MANY FORMS

Wondrous item, very rare (requires attunement by a druid)

This ring of shifting natural energy empowers your beast shapes with additional powers. While wearing this ring, you gain a +1d8 bonus to attack rolls and damage rolls while beast shaped.

SHIELD OF THE WORLD TREE

Armor (shield), rare (requires attunement by a druid)

Made of pure heartwood, this enchanted shield protects both you and your allies when you heal. This is a +1 magic shield. While wielding this shield whenever you regain hit points, all allied creatures within 5 feet of you gains a bonus to their AC until the start of your next turn as if they were equipped with this shield.

REAPER'S ARRAY

Item set (single), very rare to legendary

These are items that are typically crafted for the singular purpose of causing death. The process involves crafting the required items using the blood, skin, and bones of creatures. While many items typically have these independents, the key is to obtain them as cruelly and painfully as possible from the creature. The more pain inflicted upon the creature, the stronger the enchantment tends to be.

SCRIBE'S NOTES

These items stink of death. Our resident blacksmith vomited when they discovered the source of the materials.

REAPER'S ARRAY

Name	Type
Crimson Cloak	Wondrous Item
Reaper's Axe	Weapon
Reaper's Helm	Wondrous Item
Gauntlets of Brutality	Wondrous Item
Head-Taker's Belt	Wondrous Item

While wearing/using 2 pieces of Reaper's Array, you gain the following bonus:

You gain a bonus to Charisma (Intimidate) checks equal to the amount of items from this set you have.

While wearing/using 5 pieces of Reaper's Array, you gain the following bonus:

Each time you deal damage to a creature on your turn, your walking speed increases by 5 feet until the end of your turn.

CRIMSON CLOAK

Wondrous item, very rare

This blood soaked cloak helps to protect you against a chosen foes attempts to weaken and slow you. 3 times per day while wearing this cloak, you can use a bonus action to Blood mark a creature in sight for 1 minute. While the Blood mark is active, you gain a +1d8 bonus to Constitution, Dexterity, and Wisdom saving throws that the marked creature forces you to make. You can only have 1 Blood mark active at a time. If the marked creature dies before the mark ends, you can move the mark to a new creature in sight with a bonus action.

GAUNTLETS OF BRUTALITY

Wondrous item, very rare (requires attunement)

Made of a mix of stained leather and rusting metal, these gauntlets provide incentive to finish off foes at their weakest moments. While wearing these gauntlets whenever you make a melee attack against a creature who is prone, you gain a +1d12 bonus to attack and damage rolls against the prone creature.

HEAD-TAKER'S BELT

Wondrous item, legendary (requires attunement)

This leather belt is adorned with rusting steel skull bolts that appear as you slay creatures. While wearing this belt whenever you kill a medium sized or large hostile creature, you gain temporary hit points equal to your total level.

REAPER'S AXE

Weapon (battle axe or great axe), very rare (requires attunement)

Featuring a curved blade, this rusting steel axe allow you to continue your bloodlust and fury as you fight. This is a +1 magic weapon. Whenever you use this weapon in order to kill a creature, you can move 10 feet and make an additional weapon attack against another creature.

REAPER'S HELM

Wondrous item, very rare

Marked with many battle scars, this rusting steel helm focuses your fury to make sure you hit creatures who wish to avoid you. 3 times per day while wearing this helm whenever you make a melee attack against a creature who has taken a dodge action, you can choose to ignore the disadvantage imposed by the dodge action.

REGALIA OF THE GOLDEN GENERAL

Item set (single), rare to very rare

While many confirmed records and accounts of the Age of Arcana have been lost, many translated Story Stones in Noroth speak of a human Warrior known as the Golden General. The Golden General is believed to be a hero chosen by the god Pelor in order to fight off demon lords for his master. He would lead armies himself against demon hordes to protect the Material plane. The items here are believed to be recreations of the original set that was given to the General by Pelor.

REGALIA OF THE GOLDEN GENERAL

Name	Type
Mantle of the Golden General	Wondrous Item
General's Weapon	Weapon
Golden Crown of the Battle Command	Wondrous Item
General's Belt	Wondrous Item
Ring of the Tactical Brilliance	Ring

While wearing/using 2 pieces of Regalia of the Golden General, you gain the following bonus:

You gain advantage on Wisdom saving throws.

While wearing/using 5 pieces of Regalia of the Golden General, you gain the following bonus:

Whenever you spend an action surge or take a dodge action, you gain a +1d8 bonus to AC and Wisdom saving throws.

GENERAL'S BELT

Wondrous item, very rare (requires attunement by a paladin)

This belt has a golden shield for a buckle that is enchanted to reward you for helping your allies. While wearing this belt whenever you use your Lay on Hands feature, you can choose to expend a hit dice to regain hit points equal to the results of the hit dice.

GENERAL'S WEAPON

Weapon (glaive, lance, or pike), rare (requires attunement)

This gilded weapon is capable of extending out in order to reach distant foes. This weapon has 5 charges, and regains 1 charge at dawn. While wielding the weapon, you can expend a charge to extend the range of this weapon to 15 feet rather than 10 feet until the start of your next turn.

GOLDEN CROWN OF BATTLE COMMAND

Wondrous item, rare

This beaten gold circlet helps to empower allies when they are in need of assistance. While wearing this circlet whenever you use a help action to grant an allied creature advantage on their next attack roll, their next attack and damage roll gain a +1d6 bonus.

MANTLE OF THE GOLDEN GENERAL

Wondrous item, rare

This fur line amber cloak helps to empower your allies when they are in trouble. Twice per day while wearing this cloak when an allied creature within 5 feet of you is required to make a saving throw, you can use a reaction to grant them advantage and +1d4 bonus to their save.

RING OF TACTICAL BRILLIANCE

Ring, very rare (requires attunement)

This powerful gold ring allows one to easily assist others. While wearing this ring, you can perform a Help action as a bonus action rather than an Action. When you do so, you gain a +1d4 bonus to AC until the start of your next turn.

RELICS OF THE FORGOTTEN ONE

Item set (single), rare to very rare

Very little history remains from the destruction that was left after the Age of Arcana. It is believed that number of Divine beings were wounded and even killed during that era. Some of these defeated god and goddesses were destroyed, others were cast into the Astral Sea, and very few were collected in the Age of Arcana by mortals to forge items. These relics power has faded over time, and the original divine being's name lost, but they are useful none the less.

SCRIBE'S NOTES

Another item that the religious folks of this group are interested in. I am more interested in the history from the Age of Arcana these items help to fill in.

RELICS OF THE FORGOTTEN ONE

Name	Type
Skin of Agonies	Armor
Sword of Melancholy	Weapon
Mantle of Regrets	Wondrous Item
Mask of Tears	Wondrous Item
Symbol of the Forgotten One	Holy Symbol
Ring of Sorrows	Ring

While wearing/using 2 pieces Relics of the Forgotten One, you gain the following bonus:

Whenever you cast a spell the regains hit points, you regains additional hit points equal to the number of items from this set you have.

While wearing/using 5 pieces of Relics of the Forgotten One, you gain the following bonus:

Whenever you take damage, until the end of you next turn, you can reroll any 1's rolls for damage dies rolled or rolls made to regain hit points for you or other creatures.

MANTLE OF REGRETS

Wondrous item, very rare

This mantle is made of a strange material that can punish foes who attack you. 3 times per day while wearing this mantle whenever you take damage from a creature, you can use a reaction to cause that creature to psychically feel the weight of their sins. The creature must make a DC18 Wisdom saving throw. On a failed save, they take 2d10 psychic damage and suffer a -1d4 penalty to attack rolls and saving throws until the end of their next turn.

MASK OF TEARS

Wondrous item, very rare

Made of a material that is similar to bone, this mask of a sorrowful face cries tears that can be used to heal nearby allies. 3 times per day while wearing this mask whenever you take damage, you can use a reaction to heal a creature within 5 feet of you 1d8 hit points. You can choose to expend one of your hit die in order to increase the healing to 2d8.

RING OF SORROW

Ring, very rare (requires attunement)

This simple silver ring has the power to draw upon the sorrow of the Forgotten One to protect allies and punish foes. Once per day while wearing this ring, you can use an action to summon 3 Sorrows, images of pain and suffering done to the Forgotten One, in any unoccupied spaces within 25 feet of you. The Sorrows last for 1 minute. Whenever a creature deals damage to another while standing within 5 feet of a Sorrow, you can use a reaction to attempt to punish that creature. The creature must make a DC 20 Wisdom saving throw. On a failed save, you teleport them to be within 5 feet of any Sorrow of your choice, and they are stunned until the end of the next turn. While the Sorrows are active, you can use a bonus action to have them move to any unoccupied spaces within 25 feet of you.

SKIN OF AGONIES

Armor (any light or medium armor), rare

This armor is adorned with multiple likenesses of screaming faces and is enchanted to punish foes who attempt to bypass this armor. This is +2 magic armor. Twice per day while wearing this armor, whenever you make a successful saving throw for a spell or effect that targets you, you can use a reaction to deal 1d10 psychic damage to the creature that forced you to make the saving throw.

SWORD OF MELANCHOLY

Weapon (any sword), very rare (requires attunement)

Carved with many notches, this sword is filled with dread that punishes foes who avoid direct combat. This is +2 magic weapon. Whenever a creature within 5 feet of you makes a saving throw for a spell or effect, you can make a melee weapon attack against them with this weapon.

SYMBOL OF THE FORGOTTEN ONE

Holy symbol, very rare (requires attunement by a cleric or paladin)

Battered, made of a strange material, and forming an odd shape, this holy symbol allows you to become forgotten to nearby creatures. This is a +3 magic focus. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Twice per day while attuned to this item, you can cast *greater invisibility*. You must be carrying this item to use these features.

MIRROR OF NESSECAR

Item set (single), legendary

In the First Era, before the Feywild courts took over the area now known as Salondail, the high elves had a kingdom of their own. However the Feywild courts used great and powerful items known as the Mirror of Nessecar, which allowed the eladrin in order to easily travel to the Material plane and take over the now forgotten High elven kingdom. It is said that the uneasy peace that is now held in the Summer and Winter Courts of Salondail is only held due to each court holding equal pieces of these artifacts.

MIRROR OF NESSECAR

Name	Type
Bloodshard Ring	Ring
Mirrored Mask	Wondrous Item
Feyshard Wand	Wand
Far-Step Amulet	Wondrous Item

While wearing/using 2 pieces Mirror of Nessecar, you gain the following bonus:

Whenever you cast a *scry* spell, the creature you are targeting have disadvantage on their saving throws. Your *scry* spell cannot be blocked by magic means, such as *nondetection* or magical items.

While wearing/using 4 pieces of Mirror of Nessecar, you gain the following bonus:

You can cast the spell *gate* without requires component costs, and the concentration of the *gate* spell you cast is increased to 5 minutes.

BLOODSHARD RING

Ring, legendary (requires attunement)

This ring made of a circular shard of mirrored glass which cuts into your flesh but extends your vitality. While wearing this ring, your maximum hit points is reduced by 2d8 + your overall level. Whenever you regain hit points, you always regain the maximum amount possible.

FAR-STEP AMULET

Wondrous item, legendary (requires attunement)

This amulet is made of a shatter shard of a mirror, enchanted to greatly enhance the ability to travel space instantly. While wearing this amulet whenever you teleport, you can choose to teleport up to an additional 15 feet. Once per day, you can cast the spell *arcane gate*.

FEYSHARD WAND

Wand, legendary (requires attunement)

This long sliver of mirrored glass can reflect yourself multiple times and even restore some of your power. This wand has 5 charges, and regains 1d4 at dawn. While holding this wand, you can use an action to expend a charge and cast *mirror image*. You can also use a bonus action to expend charges to gain one of the following benefits.

2 charges: Regain the used of an expend 3rd level or lower spell slot

2 charges: Regain 2d6 hit points.

MIRRORED MASK

Wondrous item, legendary

This rounded, featureless mask is made from a singular, jagged piece of mirror that reflects the world back onto it. While wearing this mask, you have advantage on all saving throws related to sight based spells and effects, such as petrifying gaze, or spells like *color spray*. Whenever you are targeted by a sight based spell and effect and make a successful saving throw, you can use a reaction to redirect the effect or spell back at the creature who used the spell or effect, using the same save DC.

POINTS OF THE CONSTELLATION

Item set (single), legendary to artifact

There are many strange and powerful forces that lay within the Far Realms. It is believed by scholars that Far Realms were somehow much closer to the Material Plane during the Age of Arcana, though this is something that is highly speculative. These items are believed to be made by members of cults who worshiped creatures who occupy the Far Realm during the Age of Arcana.

POINTS OF THE CONSTELLATION

Name	Type
Delbanian Vambraces	Wondrous Item
Boots of Caiphon	Wondrous Item
Rod of Ulban	Rod
Hands of Hadar	Wondrous Item
Ring of Khirad	Ring

While wearing/using 2 pieces Points of the Constellation, you gain the following bonus:

Creatures who attempt to make saving throws against your spells suffer a -1d6 penalty to their saving throws.

While wearing/using 5 pieces of Points of the Constellation, you gain the following bonus:

You gain a +1d12 bonus to Wisdom and Intelligence saving throws.

BOOTS OF CAIPHON

Wondrous item, legendary

These black leather boots have small purple motes of fire that float around them. While wearing these boots, you can choose to take 2d4 fire damage and take a dodge action or disengage without requiring an action.

DELBANIAN VAMBRACES

Wondrous item, legendary

These ice-white vambraces allow you to turn invisible at any time, but at an icy cost. While wearing these vambraces, you can choose to become invisible at any time. When you do, at the end of your turn, you take 2d4 cold damage. You can choose to remain invisible for as long as you want, but you continue to take 2d4 cold damage at the end of every turn that you are invisible.

HANDS OF HADAR

Wondrous item, legendary

These black gloves have large fire opals on the back of them, focusing your power but requiring you be openly cruel to call upon it. While wearing these gloves when you hit with an attack roll with advantage, you can choose to call upon the power of these gloves. You deal an additional 2d12 damage in a cruel act of brutality against the creature, and every creature within 25 feet of you must make a DC 20 Wisdom saving throw. On failed save, they are frightened of you until the end of your next turn. The creature must rely on sight to be affected by the fear.

RING OF KHIRAD

Ring, artifact (requires attunement)

This black ring is set with a star shaped astral diamond, the glint of which reveals all secrets at a cost. While wearing this ring, you gain true sight of 60 feet, but have disadvantage on Wisdom saving throws due to constant whispering of secrets in your ears. 3 times per day, you can use a bonus action in order to turn an invisible creature or object visible, return a shapeshifted creature or object into their original form, or end an illusion that you can see. If the target of the effect is a creature, they must make a DC 22 Wisdom saving throw or be affected by the ring.

ROD OF ULBAN

Rod, legendary (requires attunement by a warlock)

Simply holding this blue-white crystal rod weakens your mind, but can be directed to weaken the minds of foes as well. This item is a +3 magic spell casting focus. You can add this item's enchantment bonus to your spell attack and damage rolls. While holding this rod, you have disadvantage on intelligence saving throws and concentration checks. Whenever a creature is affected by your *hex* spell or *hexblades curse*, the creature gains vulnerability to psychic damage. This vulnerability ignores any resistance to psychic damage, but does not ignore immunity to psychic damage.

RELICS OF CREATION

Item set (single), artifact

These are the rarest of the rare items found in the world of Alera. When the Divine first created the mortal races, they each chose champions among the races to represent their will. Each of these champions were bestowed with sacred artifacts to empower and protect them. During the Great Divine war of the Age of Arcana, these items were used by their respective champion to enforce their Divine's will. These items were originally created with the idea of being unified under a single cause, however brief the idea was for the Prime and Dark pantheons. These are a few of the Relics of Creation that have been confirmed. Little is known what would happen if one were to collect them all.

SCRIBE'S NOTES

These items I have kept off the main books. Only a select few of the group are aware of these. If these fall into the wrong hands, there could be major consequences. Contact only people you trust in the church about these.

RELICS OF CREATION

Name	Type
Ioun's Flame	Wondrous Item
Zehir's Gloves	Wondrous Item
Avandra's Ring	Ring
Bane's Collar	Wondrous Item
Pelor's Scepter	Rod
Vecna's Puzzle Box	Wondrous Item

While wearing/using 2 pieces Relics of Creation, you gain the following bonus:

You gain a +1d12 bonus to Intelligence (Arcana), Intelligence (History), and Intelligence (Religion) checks. You can attune 2 more magical items, so long as they are part of the Relics of Creation.

While wearing/using 4 pieces of Relics of Creation, you gain the following bonus:

Whenever you deal damage to a creature, you deal an additional 1d8 damage of any type you choose. You can attune 1 more magical item, so long as they are part of the Relics of Creation.

While wearing/using 6 pieces of Relics of Creation, you gain the following bonus:

Whenever you cast a spell or use an effect that targets an area, you can increase the length or radius that are affected by 15 feet.

AVANDRA'S RING

Ring, artifact (requires attunement)

This simple, loose fitting gold ring holds the incredible powers of freedom and luck. While wearing this ring, you are considered to be under the effect of the *freedom of movement* spell at all times. Whenever you roll a natural 1 on any roll while wearing this ring, you may roll again, keeping the second result.

BANE'S COLLAR

Wondrous item, artifact (requires attunement)

Made of bright steel, this metal collar resists control of it's wearer, and rewards evil actions. While wearing this collar, you gain advantage on saving throws for spells or effects that can frighten or charm you. You cannot lose this advantage for any reason while wearing the collar. When you are targeted by a spell or effect that can frighten or charm you, you can use a reaction to redirect the spell or effect at an allied creature. If you do, you gain a +1d12 bonus to your attack and damage rolls until the end of your next turn.

IOUN'S FLAME

Wondrous item, artifact (requires attunement)

A bright violet flame moves around your head, granting you unparalleled levels of wisdom and knowledge. While wearing this item, it floats 1 foot around your head. While wearing this item, you cannot roll lower than a 15 when making Intelligence or Wisdom checks. You can use a bonus action to change the brightness of the flame, to emit no light, bright light in a 50-foot radius around you, or dim light in a 25-foot radius around you.

PELOR'S SCEPTER

Rod, artifact (requires attunement by a spell caster)

Made of gold, this rod is adorned with a sunburst at the top, and greatly empowers any radiant light. This item is a +3 magic spell casting focus. You can add this item's enchantment bonus to your spell attack and damage rolls. This rod also counts as a holy symbol for spell casting purposes. While wielding this rod, you gain resistance to radiant damage and immunity to being blinded. Whenever you cast a spell using this rod, you can convert any damage done to radiant damage. Whenever you cast a spell that does radiant damage, you can reroll any 1's rolled for damage rolls.

VECNA'S PUZZLE BOX

Wondrous item, artifact (requires attunement)

This seeming simple brass box has the power to reveal great and powerful secrets. While holding this fist sized box, you can cast any of the following spells without requiring components. When you do, you take a number of 1d6 psychic damage equal to the spell slot level used for the spell.

identify (1d6 psychic damage)

augury (2d6 psychic damage)

legend lore (5d6 psychic damage)

contact other plane (5d6 psychic damage)

foresight (9d6 psychic damage)

ZEHIR'S GLOVES

Wondrous item, artifact (requires attunement)

This black leather gloves allow you to bypass any defense in order to end a creature's life. 5 times per day while wearing these gloves when you cast a spell or make an attack on a creature, you can ignore any immunities or resistances the creature has.

TIME WIZARD'S TOOLS

Item set (single), artifact

While space is easily manipulated by the flow of magic, it seems that time is quite resistant to changes by arcane means. Even the most powerful of spell in the current age can only temporarily affect time with limits. However, it appears that some mages during the Age of Arcana were able to form spells and artifacts that could manipulate time in a wider scale. While it seems that no records exist of who they were, where they came from, or what happened to them, the existence of these artifacts clearly means they must have existed at some point.

TIME WIZARD'S TOOLS

Name	Type
Time-Jumping Boots	Wondrous Item
Crown of Stuttered Time	Wondrous Item
Ring of Free Time	Ring
Staff of Time	Staff

While wearing/using 2 pieces Time Wizard's Tools, you gain the following bonus:

You gain a bonus to initiative checks made equal to double the amount of items from this set you have.

While wearing/using 4 pieces of Time Wizard's Tools, you gain the following bonus:

Whenever you expend a 4th level or lower spell slot, roll a d6. On a 5-6, you regain the use of the expended spell slot.

CROWN OF STUTTERED TIME

Wondrous item, artifact (requires attunement)

This copper crown has a tiger's eye gem that allows one to phase through time, though it has some costs. While wearing this crown, you can use an action to shift out of the current time line, gaining a translucent, incorporeal appearance. You gain immunity to all damage and can move through other creatures and objects as if they were difficult terrain. At the end of your turn, you take 3d10 force damage that cannot be reduced or prevented in any way. You can continue to remain shifted outside of the current time line, but you take 3d10 force damage at the end of every turn that cannot be reduced or prevented in any way. You can return the current time line using a bonus action, ending the immunity and incorporeal effects. If you end the effect inside of a creature or object, you take 5d10 force damage and are ejected to the closest open space.

RING OF FREE TIME

Ring, artifact (requires attunement)

Made of simple silver with an astral diamond gemstone, this ring allows one to speed up time for one's self. While wearing this ring, you can use an action or a reaction to use a bonus action. You also become immune to the *time stop* spell when it is casted by other creatures. When another creature casts *time stop*, the encounter continues for you and the creature who cast the spell based on the original initiative.

STAFF OF TIME

Staff, artifact

This staff is made a beautiful singular piece of birch wood, with a large singular diamond that can cast foes out of time. This staff has 10 charges, and regains 1+1d4 charges at dawn. While wielding this staff whenever you hit a creature with an attack or spell, you can expend a charge in order to attempt to temporarily banish them. The creature must make a DC 23 Charisma saving throw. On a failed save, they are banished to a place outside of space and time, similar to the effects of the *banishment* spell, for 1 minute. You can expend additional charges in order to extend the banishment by 1 minute for each charge used. Once the effect ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

TIME-JUMPING BOOTS

Wondrous item, artifact (requires attunement)

These simple looking boots allow you to step out of time for a moment, though there is a cost to do so. While wearing these boots, you can use your movement to step out of the current time line. When you do you, you cannot see other creatures and other creatures cannot see you. You can then proceed to take 2 turns at once, with 2 actions, 2 bonus actions, and 1 movement. At the end of your second turn, you return to original location where you stepped out of time, and are stunned until the end of your next turn.

TINKERER'S INVENTIONS

Item set (single), legendary

While not quite as prevalent today as they were in the Age of Arcana and the First Era, many artificers still exist today, especially in technologically advanced civilization of the High Hill kingdom. Many famous artificers have come from that gnomish and halfling mix country, but one of the most is simply known as the Tinkerer. This gnomish woman's mastery of arcane items has become a thing of legends in Alera.



TINKERER'S INVENTIONS

Name	Type
Artificer's Belt	Wondrous Item
Gauntlets of Magical Interchange	Wondrous Item
Tinkersuit	Armor
Propellant Boots	Wondrous Item

While wearing/using 2 pieces Tinkerer's Inventions, you gain the following bonus:

When hold or wield a magic item that has charges, you can expend a hit dice in order to have the item regain 1d4 charges.

While wearing/using 4 pieces of Tinkerer's Inventions, you gain the following bonus:

At any time you can attempt to overload a magical effect or force using your magical items at your disposal. You can cast *dispel magic* at spell slot level equal to the number of magic items you are attuned to and are holding. Once you use this effect, your magic items need to recharge and don't work, similar to a *antimagic field*, for 30 seconds. Consumable items and potions do not count towards the number of magic items you are holding.

SCRIBE'S NOTES

Again, I am finding items from more recent times here in the Vaults. What is this place? Who is collecting these?

ARTIFICER'S BELT

Wondrous item, legendary (requires attunement)

This wide belt contains multiple chambers that allow one to quickly access a various number of potions. This belt contains 10 chambers that can filled with the contents of a potion. While wearing this belt you can use any number of potions as a reaction, so long as the potions have been loaded into the chambers of the belt. You can load a potion into a chamber of the belt as a bonus action. The belt can also be used to brew potions, similar to a set of alchemist supplies.

GAUNTLETS OF MAGICAL INTERCHANGE

Wondrous item, legendary

These leather gauntlets not only do an excellent job of protecting your hands, but they also can be used to create any perfect tool for the job at hand. While wearing these gloves, you can conjure any non-magical item from the Adventuring Gear table in the Player's Handbook (p150) and any non-magical weapon or ammo from the Player's Handbook (p149). You can only conjure 1 item at a time. So long as the item remains in your hand, you can dismiss the item as a bonus action. You can remove the object from your hands, however when you do an amount of gold equal to the cost of the item is deducted from the amount of gold you are carrying on your person. When you do, the object remains. If you do not have an amount of gold on your person equal to the cost of the item you try to conjure, the conjuration fails.

PROPELLANT BOOTS

Wondrous item, legendary (requires attunement)

These metal soled boots contain a mix of alchemical components and arcane enchantments that allow one to fly, although somewhat noisily. While wearing these boots, you gain a flying speed equal to 10 feet + your walking speed. While you are flying using this feature, you automatically fail any stealth check due to the noise of the propellant being ejected from the boots, sustaining the flight.

TINKERSUIT

Armor (any), legendary (requires attunement)

This incredible armor not only is resistant to magical effects, it also doubles as a magical storage area. This is a +2 magical armor. While wearing this armor, you gain advantage on resisting magical effects. The inside of this armor also has dimensional pockets, and functions similarly to a *bag of holding*. The inside of the armor has 2 pockets, each has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 1 foot deep. Each pocket can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The armor weighs its original weight, regardless of its contents. Retrieving an item from the pocket requires an action.

If the armor is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the pocket is turned inside out, its contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing the Tinkersuit inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

GROUP ITEM SETS

Similar to single item sets, as you gather more of these items that you equip them, you gain additional benefits. However, these items only work when different creatures wield or wear each item separately. When you find an item from the group set, the item has a secondary attunement. This secondary attunement is to attune to the other items of the same set, which must be done in the physical presence of set items you wish to attune to. You must preform this secondary attunement in order to gain the set bonus. The set bonuses are applied to all creatures who wield or wear items from the same set. You only gain this set bonus while you are on the same plane of existence as the other creatures who you have performed the secondary attunement with, and are within 500 feet of each other.

Once again, due to the additional bonuses that these items can have, they can be quite powerful when together. If you wish, you can simply treat these items like any other standard magic item if you want to use them, and ignore the set bonuses all together. However, I have left the option open for DM's to use if they so wish.

ARMORY OF THE UNVANQUISHED

Item set (group), very rare

During the end of the First Era, many of the wars between the nations and countries of Alera were coming to an end. In order to help facilitate the end of the remaining wars, a group of adventurers who called themselves the Unvanquished traveled all around Alera, looking to help and assist where they could. Many centuries later, many different bardic tales and books have been written about their exploits, as well as rumors to the location of the weapons that they wielded.

ARMORY OF THE UNVANQUISHED

Name	Type
Scorpion Tail Blade	Weapon
Dragontooth Blade	Weapon
Tempest Staff	Staff
Lion's Heart Hammer	Weapon
Serpent's Kiss Bow	Weapon

While secondarily attuned to and wielding/wearing 2 pieces of Armory of the Unvanquished, you and each creature secondarily attuned gain the following bonus:

Whenever you or a creature who is secondarily attuned to the set regains hit points, every creature attuned to the set regains hit points equal to their Constitution modifier (minimum +1).

While secondarily attuned to and wielding/wearing 4 pieces of Armory of the Unvanquished, you and each creature secondarily attuned gain the following bonus:

Whenever you are within 5 feet of another creature who is secondarily attuned to the same set, the critical range of your weapon and spell attacks is increased by +1.

DRAGONTOOTH BLADE

Weapon (any heavy blade), very rare (requires attunement)

This extremely sharp blade is marked with images of dragons and has a dragon tooth handle. This is a +2 magic weapon. This weapon does an additional 1d8 fire damage on hit. If you score a critical hit with this weapon, every hostile creature within 5 feet of you must make a DC 18 Dexterity saving throw. On a failed save, they take 3d8 fire damage or half as much on a successful save.

LION'S HEART HAMMER

Weapon (any hammer), very rare (requires attunement)

This hammer's head is shaped like a lion's face roaring, calling upon the king of beasts presence. This is a +2 magic weapon. This weapon also counts as a holy symbol for spell casting purposes. You can add this item's enchantment bonus to your cleric and paladin spell attack and damage rolls. If you score a critical hit with this weapon, you deal an additional 2d6 thunder damage, and each allied creature within 5 feet of you gains 10 temporary hit points for 1 minute.

SCORPION TAIL BLADE

Weapon (any light blade), very rare (requires attunement)

This weapon's handle is designed to appear like a scorpion tail, giving hints to its poisonous nature. This is a +2 magic weapon. 3 times per day when you hit a creature with this weapon, you can attempt to weaken your foe. The damaged creature must make a DC 18 Constitution saving throw, or be paralyzed for until the end of your next turn. If you score a critical hit with this weapon, the damaged creature must make a DC 18 Constitution saving throw with disadvantage, or be paralyzed for until the end of your next turn.

SERPENT'S KISS BOW

Weapon (any bow), very rare (requires attunement)

This bow's body is that of a snake, envenoming your arrows with every strike. This is a +2 magic weapon. This weapon does an additional 1d6 poison damage on hit. If you score a critical hit with this weapon, the damaged creature must make a DC 18 Constitution saving throw with disadvantage, or be poisoned for 1 minute. If you score a critical hit with this weapon, the damaged creature must make a DC 18 Constitution saving throw with disadvantage, or be poisoned for 1 minute.

TEMPEST STAFF

Staff, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

The head of this staff seems to have a perpetual floating thunder cloud above it, allowing one to call upon the power of storms. This staff as 5 charges and regains 1d4 charges at dawn. While wielding this staff, you can use an action to expend a charge to cast *lightning bolt* at 3rd level. If you score a critical hit with a spell attack while holding this staff, you regain an additional charge with this staff.

FORTUNE STONES

Item set (group), rare

These stones are typically found in temples of Avanadra, and are handed out as good luck charms. Much like many things that Avanadra blesses, having more luck is always a better thing. These stones work together in order help those who carry them.

FORTUNE STONES

Name	Type
Fortune Stone of Earth	Wondrous item
Fortune Stone of Flame	Wondrous item
Fortune Stone of Light	Wondrous item
Fortune Stone of Shadow	Wondrous item
Fortune Stone of Spirit	Wondrous item
Fortune Stone of Storms	Wondrous item
Fortune Stone of Wind	Wondrous item

While secondarily attuned to and wielding/wearing 2 pieces of Fortune Stones, you and each creature secondarily attuned gain the following bonus:

Whenever you use a *fortune stone* to reroll an attack roll, you gain a bonus to the new attack roll equal to the number of secondarily attuned items from this set you and your allied creatures have.

While secondarily attuned to and wielding/wearing 5 pieces of Fortune Stones, you and each creature secondarily attuned gain the following bonus:

You and each allied creatures who is secondarily attuned to this set gain a +2 bonus to initiative and a +1 bonus to all saving throws.

FORTUNE STONE OF EARTH

Wondrous item, rare

This smooth brown agate is adorned with the arcane symbol for "earth". Once per day while carrying this stone, when you miss with a melee attack, you can reroll the attack roll and keep the second result. You can only use one "fortune stone" per day.

FORTUNE STONE OF FLAME

Wondrous item, rare

This chunk of red anthracite is adorned with the arcane symbol for "fire". Once per day while carrying this stone, when you miss with a attack that does fire damage, you can reroll the attack roll and keep the second result. You can only use one "fortune stone" per day.

FORTUNE STONE OF LIGHT

Wondrous item, rare

This bead of white quartz is adorned with the arcane symbol for "light". Once per day while carrying this stone, when you miss with a attack that does radiant damage, you can reroll the attack roll and keep the second result. You can only use one "fortune stone" per day.

FORTUNE STONE OF SHADOW

Wondrous item, rare

This nugget of glossy hematite is adorned with the arcane symbol for "darkness". Once per day while carrying this stone, when you miss with a attack that does necrotic damage, you can reroll the attack roll and keep the second result. You can only use one "fortune stone" per day.

FORTUNE STONE OF SPIRIT

Wondrous item, rare

This teardrop of swirled lapis is adorned with the arcane symbol for "spirit". Once per day while carrying this stone, when you miss with a attack that does psychic damage, you can reroll the attack roll and keep the second result. You can only use one "fortune stone" per day.

FORTUNE STONE OF STORMS

Wondrous item, rare

This chunk of rough obsidian is adorned with the arcane symbol for “lightning” and “thunder”. Once per day while carrying this stone, when you miss with an attack that does thunder damage or lightning damage, you can reroll the attack roll and keep the second result. You can only use one “fortune stone” per day.

FORTUNE STONE OF WIND

Wondrous item, rare

This pale blue zircon is adorned with the arcane symbol for “air”. Once per day while carrying this stone, when you miss with a ranged attack, you can reroll the attack roll and keep the second result. You can only use one “fortune stone” per day.

HEIRLOOMS OF MAZGORAX

Item set (group), rare

The continents of Devos was once a singular continent during the Age of Arcana, which was ruled by both Bahamut and Tiamat. According to some records that still survive from that time, before Tiamat and Bahamut split the continent, there was a ruling family or government under the name of Mazgorax. While the battle on Devos destroyed much of the artifacts of the Age of Arcana, reproductions of what is thought the Mazgorax used to rule over the Dragonborn are in circulation.



HEIRLOOMS OF MAZGORAX

Name	Type
Symbol of Gajz	Holy Symbol
Rovikar's Weapon	Weapon
Keicha's Amulet	Wondrous item
Skaivani's Anklets	Wondrous item
Matrakk's Lens	Wondrous item

While secondarily attuned to and wielding/wearing 2 pieces of Heirlooms of Mazgorax, you and each creature secondarily attuned gain the following bonus:

Each creature who is secondarily attuned to an item from this set gains a bonus to Strength (Athletics), Charisma (Deception), and Intelligence (Religion) checks made equal to the number of items that are secondarily attuned from this set.

While secondarily attuned to and wielding/wearing 4 pieces of Heirlooms of Mazgorax, you and each creature secondarily attuned gain the following bonus:

Whenever a creature who is secondarily attuned to an item from this set spends a hit dice for an ability, feature, or to heal during a short rest, any creature who is secondarily attuned to an item from this set may choose to expend one of their own hit die instead.

KEICHA'S AMULET

Wondrous item, rare (requires attunement)

This amulet is composed of multiple gemstone scales that are enchanted to help protect you and an ally. After completing a long rest while wearing this amulet, pick one of following damage types: acid, cold, fire, lightning, or poison. You gain resistance to the chosen damage type. Once per day when an allied creature within sight takes damage of your chosen damage type, you can use a reaction to lose your resistance and grant it to the allied creature until the end of your next turn.

MATRACK'S LENES

Wondrous item, rare (requires attunement)

These crystal lens help to hone and protect your vision. While wearing these glasses, you gain a +1d8 bonus to your Wisdom (Perception) checks. You also gain a +1d6 bonus on all saving throws related to sight based spells and effects, such as petrifying gaze, or spells like *color spray*.

ROVIKAR'S WEAPON

Weapon (any), rare (requires attunement)

This weapon is decorated with gold leaf and is enchanted in order to be able to help your allies in combat. This is a +1 magic weapon. While wielding this weapon whenever an allied creature with sight makes an attack roll, you can use a reaction to add your Charisma or Strength modifier (your choice) to their attack roll.

SKAIVANI'S ANKLETS

Wondrous item, rare (requires attunement)

These leather and copper anklets help to make sure that you keep your footing in the most desperate times. Twice per day while wearing these anklets whenever you roll a 5 or lower on a Strength (Athletics) or Dexterity (Acrobatics) check, you can reroll the check and keep the second result.

SYMBOL OF GAJZ

Holy symbol, rare (requires attunement by a cleric or paladin)

The runes on this dragon shaped holy symbol allow you heal and protect your allies. This is a +1 magic holy symbol. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Twice per day while attuned to this item, when you cast a spell or use a feature to heal a creature's hit points, you can choose one of the following damage types: acid, cold, fire, lightning, or poison. The healed creature gains resistance to that chosen damage type until the end of your next turn.

RINGS OF AKAROT

Item set (group), artifact

The country of Vale is thought to be a simplistic region that lacks cities, where people chose a simpler way a life. However, if you look into their past in the Age of Arcana, you find the area was once the host for 6 great kingdoms of men. While only Story Stones remain to tell the tales of the lost kingdoms of Akarot, it is believed that the signet rings of the ancient kings can still be found.



RINGS OF AKAROT

Name	Type
Rom Kala's Tidshield Ring	Ring
Farndak's Glittering Ring	Ring
Ring of Hrumdar's Halls	Ring
Golden Ring of Teros	Ring
Haggaron's Ring of Control	Ring
Kartan's Void Ring	Ring

While secondarily attuned to and wielding/wearing 2 pieces of Rings of Akarot, you and each creature secondarily attuned gain the following bonus:

Each creature who is wearing a set item and is properly secondarily attuned to them can communicate telepathically with each other, regardless of distance, so long as they are on the same plane of existence.

While secondarily attuned to and wielding/wearing 5 pieces of Rings of Akarot, you and each creature secondarily attuned gain the following bonus:

Whenever you regain hit points from a spell or effect, you regain an additional 10 hit points.

While secondarily attuned to and wielding/wearing 6 pieces of Rings of Akarot, you and each creature secondarily attuned gain the following bonus:

Once per day as an action, you summon the booming voice of several kings in an attempt to put a stop to all combat around you, though this can momentarily disorientate all ring bearers. All non-allied creatures within a 25-foot radius of you must make a DC 25 Wisdom saving throw. On a failed save, each target cannot use their action in order to attack or cast spells that deal damage. The creature repeats this save at the end of each turn, or until they take damage. Regardless of the result, you and each creature who is attuned to an item from this set is stunned until the end of your next turn.

FARNDAK'S GLITTERING RING

Ring, artifact (requires attunement)

This extremely beautiful gold and gemstone ring draws upon your allies in order restore your health and draw in foes. While wearing this ring, you can use a bonus action to expend a hit die and heal an amount equal to the hit die result. You regain additional hit points equal to the amount creature who are secondarily attuned to this set. 5 times per day, you can use a bonus action to attempt to enforce your will and draw a foe closer. Choose a creature in sight. The chosen creature must make a DC 23 Strength saving throw, or be pulled 25 feet towards you on a failed save.

HAGGARON'S RING OF CONTROL

Ring, artifact (requires attunement)

This ring show signs of fey-like design and can force your will into the minds of weakened creatures. While wearing this ring, you gain a +1d12 bonus to Charisma checks. 5 times per day, you can attempt to force your will into a distracted creature. Choose a creature in sight that is frightened, paralyzed, or stunned. You cast the spell *dominate monster* on the chosen creature, with a 23 save DC. If the *dominate monster* spell is successful, they ignore the frightened, paralyzed, or stunned conditions while they are under the effects of the spell.

GOLD RING OF TEROS

Ring, artifact (requires attunement)

This flawless golden ring looks to make sure you remain in physical perfection, and greatly seeks to punish any who harm you. While wearing this ring you are immune to magical aging. While at maximum hit points, you gain a +3 bonus to AC and saving throws. If a creature damages you while at maximum hit points, you gain a +3d6 bonus to attack and damage rolls against the creature for 1 hour. This effect can only be applied to one creature at any given time.

KARTAN'S VOID RING

Ring, artifact (requires attunement)

Made of some alien, shifting, black material, this ring draws upon the lifeforce of creature who are foolish enough to stand before you. 5 times per day while wearing this ring, when you hit a creature with an attack or spell, you can choose to call upon the ring to syphon their life force. You deal an additional 4d6 necrotic damage and you regain hit points equal to the amount of damage done with this feature. If you kill a medium or larger creature while using this feature, you regain 2 expended hit dice.

RING OF HRUMDAR'S HALLS

Ring, artifact (requires attunement)

This singular iron band makes you always aware of attempts on your life and repels those who seek to end it. While wearing this ring, you are considered to always be under the effects of the *find traps* spell. Twice per day, you can use the power of the ring to force those nearby further from your presence. Choose a creature in sight. The chosen creature must make a DC 23 Strength saving throw or be pushed 50 feet away from you on a failed save.

ROM KALA'S TIDESHIELD RING

Ring, artifact (requires attunement)

This blue-green signet rings make sure that you are allowed to move, regardless of terrain or obstacle. While wearing this ring, you are considered to always be under the effects of the *freedom of movement* spell. You also have advantage on saving throws to resist being pushed, pulled, or dragged. 3 times per day, you can use a bonus action to dash.

SCRIBE'S NOTES

Even more historical finds! These rings represent a lost history that can be built upon and fill the gaps created during the Age of Arcana!

MAGIC ITEM TABLES

ARTIFACT ITEMS

Item	Type	Attune?
Armor of Shared Health	Armor	Yes
Avandra's Ring	Ring	Yes
Bane's Collar	Wondrous Item	Yes
Crown of Stuttered Time	Wondrous Item	Yes
Crown of Victory	Wondrous Item	Yes
Dauntless Champion Ring	Ring	Yes
Farndak's Glittering Ring	Ring	Yes
Gold Ring of Teros	Ring	Yes
Great Hero's Gauntlets	Wondrous Item	Yes
Greatwing Tattoo	Tattoo	No
Haggaron's Ring of Control	Ring	Yes
Ioun Stone of Divine Knowledge	Holy symbol	Yes
Ioun's Flame	Wondrous Item	Yes
Kartan's Void Ring	Ring	Yes
Pelor's Scepter	Rod	Yes
Ring of Free Time	Ring	Yes
Ring of Hrumdar's Halls	Ring	Yes
Ring of Khirad	Ring	Yes
Rom Kala's Tideshield Ring	Ring	Yes
Shield of Ultimate Protection	Armor	Yes
Staff of Time	Staff	No
Time-Jumping Boots	Wondrous Item	Yes
Vecna's Puzzle Box	Wondrous Item	Yes
Wraith's Cord	Wondrous Item	Yes
Zehir's Gloves	Wondrous Item	Yes

LEGENDARY ITEMS

Item	Type	Attune?
All-Seeing Eye	Lair Item	No
Arcane Laboratory	Lair Item	No
Ankhmon's Bracers	Wondrous Item	Yes
Arcane Laboratory	Lair Item	No
Armor of Enduring Health	Armor	Yes
Artificer's Belt	Wondrous Item	Yes
Austere Dojo	Lair Item	No
Avalanche's Wake Totem	Totem	Yes
Baldric of Shielding	Wondrous Item	Yes
Belt of Breaching	Wondrous Item	No
Belt of the Witch King	Wondrous Item	Yes
Bloodgem Shard	Wondrous Item	Yes
Bloodshard Ring	Ring	Yes

Item	Type	Attune?
Bralani Cloak	Wondrous Item	Yes
Boots of Caiphon	Wondrous Item	No
Chandelier of Revelation	Lair Item	No
Clearing Cleats	Wondrous Item	Yes
Cloak of the Shadowthief	Wondrous Item	Yes
Confounding Tome	Tome	Yes
Cyclops Helm	Wondrous Item	Yes
Death Mark Weapon	Weapon	Yes
Delbanian Vambraces	Wondrous Item	No
Dimensional Gauntlets	Wondrous Item	No
Essence of the Wisp	Wondrous Item	Yes
Far-Step Amulet	Wondrous Item	Yes
Feast Table	Lair Item	No
Fey Warrior's Boots	Wondrous Item	Yes
Feyshard Wand	Wand	Yes
Firebird	Wondrous Item	Yes
Frozen Tome	Tome	Yes
Gallant Armor	Armor	Yes
Gauntlets of Magical Interchange	Wondrous Item	No
Ghostwalk Tattoo	Tattoo	No
Gibbering Lump	Wondrous Item	Yes
Gloves of the Wandering Star	Wondrous Item	Yes
Gorgonblood Mortar	Lair Item	No
Great Cat Armor	Armor	Yes
Greater Ring of Invisibility	Ring	Yes
Hands Of Hadar	Wondrous Item	No
Head-Taker's Belt	Wondrous Item	Yes
Hero's Gauntlets	Wondrous Item	Yes
Holy Shrine	Lair Item	No
Hrothmar's Gauntlets	Wondrous Item	Yes
Iron Wand	Wand	Yes
Lenses of the Luminary	Wondrous Item	Yes
Magic Weapon Rack	Lair Item	No
Many-Fingered Gloves	Wondrous Item	No
Mind Armor	Armor	Yes
Mirror of Deception	Lair Item	No
Mirrored Mask	Wondrous Item	No
Mooncloth Robes	Wondrous Item	No
Nine Furies Totem	Totem	Yes
Orb of Distance Denial	Orb	Yes
Orb of Petrification	Orb	Yes
Phasing Arrow	Ammunition	No

Item	Type	Attune?
Phoenix Sash	Wondrous Item	No
Propellant Boots	Wondrous Item	Yes
Resurgence Tattoo	Tattoo	No
Ring of Focus	Ring	Yes
Ring of Guarded Will	Ring	Yes
Ring of the Risen	Ring	Yes
Ring of Traded Knowledge	Ring	Yes
Ring of Windows	Ring	Yes
Rod of the Risen Dead	Rod	Yes
Rod of Ulban	Rod	Yes
Sacred Glade	Lair Item	No
Sash of Heroic Inspiration	Wondrous Item	Yes
Sash of Regeneration	Wondrous Item	Yes
Serpentine Bracers	Wondrous Item	Yes
Shadowfell Signet	Ring	Yes
Soul Shard Talisman	Wondrous Item	Yes
Space-Bending Weapon	Weapon	Yes
Spectral Plate	Armor	Yes
Spellshaper's Staff	Staff	Yes
Staff of Luck and Skill	Staff	Yes
Sun Sphere	Wondrous Item	Yes
Symbol of Divine Light	Holy Symbol	Yes
Symbol of Reflection	Holy Symbol	Yes
Throne of Grandeur	Lair Item	No
Tinkersuit	Armor	Yes
Totem of the World Tree	Totem	Yes
Toxic Tome	Tome	Yes
Trapping Shield	Armor	Yes
Traveler's Ring	Ring	Yes

VERY RARE ITEMS

Item	Type	Attune?
Absorbing Shield	Armor	Yes
Armor of Dark Deeds	Armor	Yes
Armor of Shared Valor	Armor	Yes
Assassin's Cloak	Wondrous Item	Yes
Battle Spirit Weapon	Weapon	Yes
Battle-Pact Rod	Rod	Yes
Blade of the Eldritch Knight	Weapon	Yes
Bloodhound Bracers	Wondrous Item	No
Bolt of Transit	Ammunition	No
Boots of Blood	Wondrous Item	Yes
Bracelet of the Radiant Storm	Wondrous Item	Yes

Item	Type	Attune?
Bradaman's Weapon	Weapon	Yes
Breakchain Tattoo	Tattoo	No
Bridle of Flame	Mount Item	Yes
Brilliant Scrying Basin	Lair Item	No
Bronzewood Coils Totem	Totem	Yes
Chaos Cloak	Wondrous Item	Yes
Chimera Headdress	Wondrous Item	Yes
Climber's Bracers	Wondrous Item	Yes
Cloak of Burgeoning Shadow	Wondrous Item	No
Convert's Symbol	Holy Symbol	Yes
Crimson Cloak	Wondrous Item	No
Crown of Equilibrium	Wondrous Item	Yes
Crown of the Dream King	Ring	Yes
Crystalline Breastplate	Armor	Yes
Cursing Wand	Wand	Yes
Darkstrike Armor	Armor	Yes
Death Spiral Ring	Ring	Yes
Death's Brink Armor	Armor	Yes
Deathward Shield	Armor	Yes
Deceptive Scrying Basin	Lair Item	No
Deck of Spells	Tome	Yes
Dimensional Anchor	Lair Item	No
Dragontooth Blade	Weapon	Yes
Eldritch Medallion	Wondrous Item	Yes
Flameward Shield	Armor	Yes
Forbiddance Bolt	Ammunition	No
Formidable Armor	Armor	Yes
Gambit Armor	Armor	No
Gauntlets of Brutality	Wondrous Item	Yes
Gauntlets of Dimensional Grasp	Wondrous Item	Yes
General's Belt	Wondrous Item	Yes
Ghostlight Candle	Wondrous Item	No
Helm of Able Defense	Wondrous Item	Yes
Holy Radiance Armor	Armor	Yes
Horn of Dismissal	Wondrous Item	No
Life River Totem	Totem	Yes
Lion's Heart Hammer	Weapon	Yes
Loadstone Statue	Lair Item	No
Mantle of Regrets	Wondrous Item	No
Mask of Tears	Wondrous Item	No
Mask of the Vengeful Spirit	Wondrous Item	No
Medallion of the Mind	Wondrous Item	Yes

Item	Type	Attune?
Mordenkainen's Tome	Tome	Yes
Orb of Heightened Imposition	Orb	Yes
Pursuer's Boots	Wondrous Item	No
Queen's Staff	Staff	Yes
Razor Talon Totem	Totem	Yes
Razordark Bracers	Wondrous Item	Yes
Reaper's Axe	Weapon	Yes
Reaper's Helm	Wondrous Item	No
Rebuking Bracers	Wondrous Item	No
Restorative Gauntlets	Wondrous Item	No
Rhino Bracers	Wondrous Item	Yes
Ribbon of Limitless Questions	Wondrous Item	No
Ring of Battlements	Ring	Yes
Ring of Influence	Ring	Yes
Ring of Many Forms	Ring	Yes
Ring of Sorrow	Ring	Yes
Ring of Sympathy	Ring	Yes
Ring of Tactical Brilliance	Ring	Yes
Ring of the Fallen	Ring	No
Ring of the Radiant Storm	Ring	Yes
Ring of the Zealous	Ring	Yes
Ring of Unfettered Motion	Ring	Yes
Ring of Unwelcome Gifting	Ring	Yes
Rod of Silver Rain	Rod	Yes
Rod of the Hag	Rod	Yes
Rust Bark	Reagent	No
Sandwalker Boots	Wondrous Item	Yes
Sash of Vitality Ceaseless	Wondrous Item	No
Scorpion Tail Blade	Weapon	Yes
Seashimmer Cloak	Wondrous Item	Yes
Seed of War	Wondrous Item	No
Serpent's Kiss Bow	Weapon	Yes
Shadowdancer's Boots	Wondrous Item	Yes
Shepherd's Arms	Weapon	Yes
Shield of Fellowship	Armor	No
Shrieking Songbow	Weapon	Yes
Shroud of Ravens	Wondrous Item	Yes
Snaketongue Robe	Wondrous Item	Yes
Songbow of Summoning	Weapon	Yes

Item	Type	Attune?
Soul Drinker	Weapon	Yes
Spark Slippers	Wondrous Item	No
Spirit Armor	Armor	No
Spying Mirrors	Lair Item	No
Staff of Spell Blasting	Staff	Yes
Staff of the Far Wanderer	Staff	Yes
Star-Strewn Scarf	Wondrous Item	No
Stone Band	Ring	Yes
Stormcatcher Ring	Ring	Yes
Stormward Shield	Armor	Yes
Surprise Bullet	Ammunition	No
Survivor's Boot	Wondrous Item	No
Sword of Melancholy	Weapon	Yes
Symbol of Defense	Holy Symbol	Yes
Symbol of Prayers Recovered	Holy Symbol	Yes
Symbol of Protection	Holy Symbol	Yes
Symbol of the Forgotten One	Holy Symbol	Yes
Tattoo of the Shared Heart	Tattoo	No
Teamstrike Tattoo	Tattoo	No
Tempest Staff	Staff	Yes
Tenebrous Mask	Wondrous Item	No
Throne of Dominion	Lair Item	No
Timeless Locket	Wondrous Item	Yes
Totem of Awakened Bear	Totem	Yes
Totem of New Beginnings	Totem	Yes
Totem of the Crashing Tide	Totem	Yes
Totem of the Scouring Winds	Totem	Yes
Translocating Armor	Armor	Yes
Unforgettable Cudgel	Weapon	Yes
Vigilant Gargoyle	Lair Item	No
Vortex Shield	Armor	Yes
Wand of Thunderous Anguish	Wand	No
Watchful Eye	Lair Item	No
Weapon of Cruel Persuasion	Weapon	Yes
Winged Armor	Armor	Yes
Winterward Shield	Armor	Yes
Writhing Vine Weapon	Weapon	Yes

RARE ITEMS

Item	Type	Attune?
Acrobat's Harness	Wondrous Item	Yes
Alchemist's Workshop	Lair Item	No
Alchemy Gloves	Wondrous Item	No
Alliance band	Ring	Yes
Amulet of Vigor	Wondrous Item	Yes
Armor of Essence Inviolata	Armor	Yes
Arrow of Revelation	Ammunition	No
Aura Killer Weapon	Weapon	Yes
Baldric of Assault	Wondrous Item	No
Barrage Bracers	Wondrous Item	Yes
Bastion Armor	Armor	Yes
Bear Headdress	Wondrous Item	Yes
Belt of Fragile Guard	Wondrous Item	Yes
Bending Bullet	Ammunition	No
Blackflock Robe	Armor	Yes
Blacklash Tattoo	Tattoo	No
Blade of Vengeance	Weapon	No
Blastwarp Staff	Staff	Yes
Blood Drinker	Weapon	No
Blood Harvest Blade	Weapon	No
Boarding Boots	Wondrous Item	No
Bolt of Clumsiness	Ammunition	No
Boltshard Crossbow	Weapon	Yes
Boots of Bounding	Wondrous Item	No
Boots of Surging Speed	Wondrous Item	Yes
Boots of Unchecked Passage	Wondrous Item	Yes
Bracers of Zeal	Wondrous Item	Yes
Cat's-eye Headband	Wondrous Item	No
Champion's Hauberk	Armor	Yes
Champion's Symbol	Holy Symbol	Yes
Charger's Headdress	Wondrous Item	No
Charm Bracelet	Wondrous Item	Yes
Circlet of Arcane Extension	Wondrous Item	Yes
Circlet of Continuity	Wondrous Item	Yes
Clay of Creation	Reagent	No
Clear-Blood Baldric	Wondrous Item	No
Cloak of the Crimson Path	Wondrous Item	No
Cloak of the Desert	Wondrous Item	Yes
Cloak of Translocation	Wondrous Item	Yes

Item	Type	Attune?
Counterstrike Armor	Armor	Yes
Courtier's Cape	Wondrous Item	Yes
Crest of Vigilance Eternal	Wondrous Item	No
Crown of the Brilliant Sun	Wondrous Item	No
Curse Eye Tattoo	Tattoo	No
Death Song Ring	Ring	No
Deepfarer's Pouch	Wondrous Item	No
Deep-Pocket Cloak	Wondrous Item	No
Demonscale	Armor	Yes
Diamond Cincture	Wondrous Item	No
Diplomat's Table	Lair Item	No
Dire Totem	Totem	Yes
Dispelling Bolt	Ammunition	No
Dispelling Tome	Tome	Yes
Distracting Tattoo	Tattoo	No
Earthfall Totem	Totem	Yes
Endless Quiver	Wondrous Item	No
Farbond Spellblade	Weapon	Yes
Feinting Gloves	Wondrous Item	Yes
Fey-Blessed Circlet	Wondrous Item	Yes
Flameheart Totem	Totem	Yes
Flash Flower	Reagent	No
Fleece of Renewal	Wondrous Item	Yes
Fleet Hero Tattoo	Tattoo	No
Force Shield	Armor	No
Frost Charger Bracers	Wondrous Item	Yes
Gadgeteer's Goggles	Wondrous Item	No
Gambler's Suit	Armor	Yes
Gauntlets of Discontinuity	Wondrous Item	No
General's Weapon	Weapon	Yes
Gloves of Ice	Wondrous Item	Yes
Gloves of Missile Avoidance	Wondrous Item	Yes

Item	Type	Attune?
Gloves of Recovery	Wondrous Item	Yes
Golden Crown of Battle Command	Wondrous Item	No
Gossamer Tome	Tome	Yes
Grace Ring of Lightning	Ring	Yes
Grace Ring of Prowess	Ring	Yes
Grace Ring of Salvation	Ring	Yes
Grace Ward Ring	Ring	Yes
Great Hunger Weapon	Weapon	Yes
Greater Pact Blade	Weapon	Yes
Greaves of Fortunate Falling	Wondrous Item	No
Grizzly Gauntlets	Wondrous Item	No
Hammer Shield	Armor	Yes
Hawthorn Wand	Wand	Yes
Helm of Exemplary Defense	Wondrous Item	Yes
Helm of Vision Unclouded	Wondrous Item	No
Hideous Weapon	Weapon	Yes
Illusionist's Gloves	Wondrous Item	Yes
Incisive Dagger	Weapon	Yes
Infighting Blade	Weapon	No
Iron Bear Totem	Totem	Yes
Ironheart Tattoo	Tattoo	No
Kamesti Crossbow	Weapon	No
Keeper's Shield	Armor	Yes
Kemstone Armor	Armor	No
Lion's Claw Gauntlets	Wondrous Item	Yes
Long-Battle Tattoo	Tattoo	No
Magic Drawbridge	Lair Item	No
Magnetic Armor	Armor	Yes
Mantle of the Golden General	Wondrous Item	No
Map of Unseen Lands	Wondrous Item	No
Marauder's Armor	Armor	Yes

Item	Type	Attune?
Medic's Amulet	Wondrous Item	Yes
Mirrored Plate	Armor	No
Moonsilver Staff	Staff	Yes
Necklace of Fate	Wondrous Item	Yes
Orb of Accuracy	Orb	Yes
Orb of Repeated Imposition	Orb	Yes
Orb of Visionary Protection	Orb	Yes
Orc's-Eyes Amulet	Wondrous Item	Yes
Panther Slippers	Wondrous Item	Yes
Panther Totem	Totem	Yes
Pavise Charm	Wondrous Item	Yes
Pennant Helm	Wondrous Item	Yes
Philosopher's Crown	Wondrous Item	Yes
Pincer Shield	Armor	Yes
Poison Gloves	Wondrous Item	No
Quick-Step Tattoo	Tattoo	No
Radiant Temple Uniform	Wondrous Item	No
Ravenclaw Warblade	Weapon	Yes
Reinforcement Tattoo	Tattoo	No
Resplendent Boots	Wondrous Item	No
Resplendent Cirlet	Wondrous Item	Yes
Resplendent Cloak	Wondrous Item	Yes
Resplendent Gloves	Wondrous Item	No
Ring of Action Reversal	Ring	Yes
Ring of Agile Thought	Ring	Yes
Ring of Eladrin Grace	Ring	Yes
Ring of Fearlessness	Ring	No
Ring of Heroic Health	Ring	Yes
Ritualist's Lectern	Lair Item	No
Rod of Devilry	Rod	Yes
Rod of Obliterating Wrath	Rod	Yes
Rod of Stolen Starlight	Rod	Yes
Runic Weapon	Weapon	Yes
Sacred Mask	Wondrous Item	Yes
Sanguine Vestments	Wondrous Item	Yes
Savage Mask	Wondrous Item	No
Serpentine Armor	Armor	Yes
Shadow Hound Armor	Armor	Yes
Shadow Warlock Armor	Armor	Yes
Shadowdancer's Cloak	Wondrous Item	No

Item	Type	Attune?
Shadowdancer's Gloves	Wondrous Item	Yes
Shadowdancer's Mask	Wondrous Item	Yes
Shadowrift Blade	Weapon	Yes
Sharpshooter's Wand	Wand	Yes
Shepherd's Battle Standard	Battle Standard	No
Shield of the World Tree	Armor	Yes
Shiftstones	Lair Item	No
Shining Sundial	Lair Item	No
Shipboard Armor	Armor	Yes
Shockweave Armor	Armor	Yes
Silence-Warded Room	Lair Item	No
Silver Sand	Reagent	No
Skaivani's Anklets	Wondrous Item	Yes
Skin of Agonies	Armor	No
Slime Armor	Armor	Yes
Songbow of Lullabies	Weapon	Yes
Space-Shifting Bolt	Ammunition	No
Spider Rod	Rod	Yes
Staff of the Faithful Arcanist	Staff	Yes
Staff of Wind	Staff	Yes
Steady Boots of the Ram	Wondrous Item	No
Stern Mountain Totem	Totem	Yes
Stonewall Belt	Wondrous Item	No
Strikeback Tattoo	Tattoo	No
Strongheart Tattoo	Tattoo	No
Summoner's Staff	Staff	Yes
Summoning Bullet	Ammunition	No
Supreme Skirmisher's Bow	Weapon	Yes
Swift-Step Boots	Wondrous Item	Yes
Symbol of Branding	Holy Symbol	Yes
Symbol of Champion's Code	Holy Symbol	Yes
Symbol of Fire and Fury	Holy Symbol	Yes
Symbol of Gajz	Holy Symbol	Yes
Symbol of Shared Healing	Holy Symbol	Yes
Symbol of the Radiant Flame	Holy Symbol	Yes
Symbol of Unified Defense	Holy Symbol	Yes
Symbol of Vigor	Holy Symbol	Yes

Item	Type	Attune?
Talisman of Terror	Wondrous Item	Yes
Tattoo of Bonded Defense	Tattoo	No
Tattoo of the Bonded Escape	Tattoo	No
Tattoo of the Escape Artist	Tattoo	No
Tattoo of the Shared Consequence	Tattoo	No
Tattoo of the Shared Vengeance	Tattoo	No
Tattoo of the Unlucky	Tattoo	No
Tattoo of the Wolverine	Tattoo	No
Tattoo of Vengeance	Tattoo	No
Teleporting Armor	Armor	No
Time Link Armor	Armor	Yes
Torch of Misery	Rod	Yes
Totem of Nature's Balm	Totem	Yes
Totem of the Harrier's Claws	Totem	Yes
Totem of the Night	Totem	Yes
Totem of the Ravenous Beast	Totem	Yes
Totem of the Satyr's Dance	Totem	Yes
Totem of the Severed Eye	Totem	Yes
Totem of Winter's Scorn	Totem	Yes
Unbroken Lance	Weapon	No
Unvanquished Grace Ring	Ring	Yes
Vagabond's Die	Wondrous Item	No
Vengeful Spirit Totem	Totem	Yes
Vortex Stone	Reagent	No
Waistband of the Grappler	Wondrous Item	Yes
Wand of Aptitude	Wand	Yes
Warded Vambraces	Wondrous Item	Yes
Warding Blade	Weapon	Yes
Weapon of Evil Undone	Weapon	Yes
Weapon of Great Opportunity	Weapon	Yes
Weapon of Oaths Fulfilled	Weapon	Yes

UNCOMMON ITEMS

Item	Type	Attune?
Aegis Blade	Weapon	Yes
Aftershock Weapon	Weapon	Yes
Alfsair Spear	Weapon	Yes
Amulet of Double Fortune	Wondrous Item	No
Amulet of Elegy	Wondrous Item	Yes
Amulet of Warding	Wondrous Item	Yes
Armor of Aegis Expansion	Armor	Yes
Armor of Dwarven Vigor	Armor	Yes
Armor of Sudden Recovery	Armor	No
Attention-Stealing Bullet	Ammunition	No
Avalanche Hammer	Weapon	Yes
Baffling Cape	Wondrous Item	No
Baldrick of Time	Wondrous Item	No
Bed of Rapid Rest	Lair Item	No
Blackleaf Gloves	Wondrous Item	No
Bloodhunter's Totem	Totem	Yes
Boar's Charge Totem	Totem	Yes
Boots of Jaunting	Wondrous Item	No
Boots of Rapid Motion	Wondrous Item	Yes
Bracers of Enforced Regret	Wondrous Item	Yes
Cask of Liquid Gold	Lair Item	No
Challenge-Seeking Weapon	Weapon	No
Claw Gloves	Wondrous Item	Yes
Cloak of the Lion's Mane	Wondrous Item	Yes
Coruscating Armor	Armor	Yes
Darkspiral Rod	Rod	Yes
Dazzling Plate	Armor	Yes
Death Fang Totem	Totem	Yes
Demonskin Tattoo	Tattoo	No
Diamond Wand	Wand	Yes
Door of Alarm	Lair Item	No
Duelist's Bow	Weapon	Yes
Echoing Songblade	Weapon	Yes
Entrapping Weapon	Weapon	Yes
Escape Tattoo	Tattoo	No
Executioner's Bracers	Wondrous Item	Yes

Item	Type	Attune?
Fell Beast Totem	Totem	Yes
Fireheart Tattoo	Tattoo	No
Firestorm Arrow	Ammunition	No
Freezing Arrow	Ammunition	No
Frost Fury Waraxe	Weapon	No
Frostwolf Pelt	Wondrous Item	Yes
Gauntlets of Arcane Might	Wondrous Item	Yes
Gauntlets of Blood	Wondrous Item	Yes
Genasi Soul Armor	Armor	Yes
Gloves of Grace	Wondrous Item	Yes
Guardian's Brand	Weapon	Yes
Guardian's Call	Weapon	Yes
Harmonic Songblade	Weapon	Yes
Harmony Blade	Weapon	No
Healers Armor	Armor	Yes
Hero's Armor	Armor	Yes
Hexer's Rod	Rod	Yes
Holy Adversary's Armor	Armor	Yes
Hungry Spear	Weapon	Yes
Intensifying Weapon	Weapon	Yes
Ioun-blessed Symbol	Holy Symbol	Yes
Lifesaving Brooch	Wondrous Item	No
Lightning Arrow	Ammunition	No
Lucky Charm	Wondrous Item	No
Lunia's Bracelet	Wondrous Item	Yes
Master's Blade	Weapon	Yes
Master's Wand of Eyes of the Vestige	Wand	No
Master's Wand of Illusory Ambush	Wand	No
Master's Wand of Misdirected Mark	Wand	No
Master's Wand of Phantom Bolt	Wand	No
Master's Wand of Spiteful Glamor	Wand	No
Master's Wand of Vicious Mockery	Wand	No
Maw of the Guardian	Weapon	No
Moon Armor	Armor	No
Necklace of Keys	Wondrous Item	No

Item	Type	Attune?
Nightmare Ward Armor	Armor	Yes
Onslaught Arrow	Ammunition	No
Orb of Resilient Tenacity	Orb	Yes
Orb of Supplementary Force	Orb	Yes
Pact Blade	Weapon	Yes
Parchment Armor	Armor	Yes
Predator's Hide	Armor	Yes
Preservation Shield	Armor	Yes
Prison of Salzacas	Wondrous Item	No
Quicksilver Blade	Weapon	Yes
Rat Killer's Coat	Wondrous Item	No
Rebounding Weapon	Weapon	Yes
Rhythm Blade	Weapon	No
Riding Boots	Wondrous Item	No
Ring of Enduring Earth	Ring	Yes
Roaring Bear Totem	Totem	Yes
Robe of Avoidance	Wondrous Item	Yes
Rod of Burgeoning Memory	Rod	Yes
Rod of Divinity	Rod	Yes
Rod of Fickle Servant	Rod	Yes
Rod of the Pactbinder	Rod	Yes
Rousing Hammer	Weapon	No
Runic Armor	Armor	Yes
Scale of the Serpent	Armor	No
Screaming Bow	Weapon	Yes
Shadow Hunter Hide	Armor	No
Shield of Silver Light	Armor	Yes
Shielding Wand	Wand	Yes
Songbow of Vanishment	Weapon	Yes
Spider Bolt	Ammunition	No
Spidersilk Mantle	Wondrous Item	Yes
Spiked Jacket	Armor	No
Staff of Iron Infusion	Staff	Yes
Staff of Knives	Staff	No
Staff of Resilience	Staff	No
Staff of Sleep and Charm	Staff	Yes
Stormbiter Warblade	Weapon	No
Supporting Armor	Armor	No
Supremely Vicious Weapon	Weapon	No

Item	Type	Attune?
Swiftpad Boots	Wondrous Item	No
Symbol of Brawn	Holy Symbol	Yes
Symbol of Daring	Holy Symbol	Yes
Symbol of Divine Force	Holy Symbol	Yes
Symbol of the First Spirit	Holy Symbol	Yes
Symbol of the Holy Nimbus	Holy Symbol	Yes
Targeting Weapon	Weapon	Yes
Tattoo of Arcane Blood	Tattoo	No
Thane Blood Weapon	Weapon	No
Totem of Thunder's Keeper	Totem	Yes
Totemic carving	Weapon	Yes
Verdant Staff	Staff	Yes
Wand of Allure	Wand	Yes
Warmage's Uniform	Wondrous Item	Yes
Weapon of Arcane Bonds	Weapon	No
Whistling Songbow	Weapon	Yes
Wildfire Totem	Totem	Yes
Window of Deception	Lair Item	No
Window of Escape	Lair Item	No
Winterwood Totem	Totem	Yes
Woundstich Powder	Wondrous Item	No

COMMON ITEMS

Item	Type	Attune?
Blessed Book	Wondrous Item	No
Ioun's Parchment	Wondrous Item	No
Sun Globe	Lair Item	No

CREDITS

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