

THE LOST VAULTS

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

MAGENTA SNOWFALL,
I HOPE THIS LETTER FINDS YOU WELL. I CANNOT
EXPRESS ENOUGH MY GRATITUDE FOR YOUR
CORRESPONDENCE THUS FAR. YOUR KNOWLEDGE ON
THE TOPICS OF ARCANA HAVE PROVIDED GREAT
INSIGHT INTO THE TREASURES FOUND THUS FAR
WITHIN THE VAULT. I HAVE CATALOGUED WHAT I
HAVE IDENTIFIED THUS FAR, THOUGH I FEAR THE
HANDS I HAVE HIRED TO ASSIST WITH THIS TASK DON'T
QUITE SEEM TO BE ENOUGH FOR THE SHEER AMOUNT
FOUND. I PLAN ON SENDING A SHIPMENT OF THE
CONFIRMED ITEMS ALONG WITH THIS LETTER. TRULY
THESE ARTIFACTS WILL BRING ABOUT NEW
DISCOVERIES WITHIN THE FIELDS OF MAGIC!
DO LOOK FORWARD TO MORE SHIPMENTS, AS THIS
VAULT DOES SEEM TO BE QUITE ENDLESS. I AM SURE
MORE CATALOGS WILL BE ARRIVING WITH TIME.

YOUR FRIEND,

-SCRIBE, KENKU MAGE

TABLE OF CONTENTS

The Lost Vaults

Alchemical Formulas:	page 4
Potions:	page 6
Reagents:	page 7
Enchanted Whetstones:	page 8
Magic Armors:	page 9
Magic Weapons:	page 19
Holy Symbols:	page 32
Orbs:	page 37
Rods:	page 40
Staffs:	page 43
Wands:	page 47
Shields and Bracers:	page 49
Companion Items:	page 54
Mount Items:	page 55
Feet items:	page 56
Hand items:	page 61
Head Items:	page 65
Neck Items:	page 71
2.1.19 Ring Items:	page 76
Waist Items:	page 80
Wondrous Items:	page 84
Battle Standards:	page 91
Other Consumables :	page 92
Magic Item Tables:	page 94
Credits:	page 103

THE LOST VAULTS

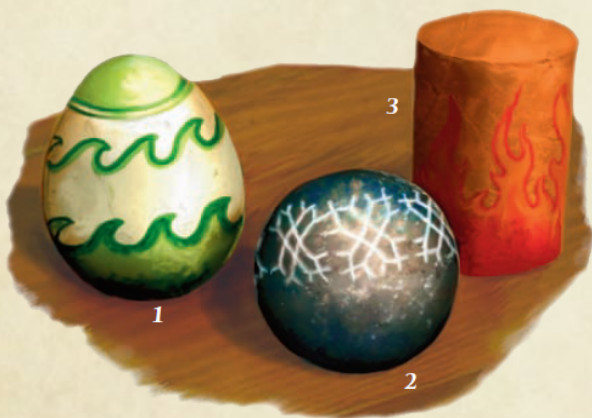
Thought lost to time, these hordes of magical items and recipes have been rediscovered and shared with the world once more! While some of the items only have certain uses, there is a little bit for everyone from these old 4th edition magical items, being brought in to the 5th edition. Please enjoy!

SCRIBE'S NOTES

I will provide additional insight into the items found within vaults thus far. Some context will be useful when it comes to the unique nature of these arcane objects.

ALCHEMICAL FORMULAS

These are meant to help expand upon the currently limited lower level alchemical selection available to parties. These were previously found within the Adventures Vault, and have been modified in order to help fit within 5th Edition. These can also be easily modified to fit the Artificer's Alchemist subclass, currently in the Unearthed Arcana, to give them a wider selection of bottles to throw!



1. Alchemist's acid; 2. Alchemist's frost; 3. Alchemist's fire

Alchemist Fire/Acid/Frost. These pots of mixed chemicals that have different reactions when introduced into the air. A useful item for those who wish to do elemental damage but lack access to spells.

Range: 20/60 feet

As an action, make an improvised ranged weapon attack. On a hit, the pot breaks on the creature and the contents spill out. This pot deals 1d10 damage of frost, acid, or fire damage, depending on the pot type.

Alchemical Silver. This is a flask of specially treated quick silver that binds to items that touch it. As an action, you can coat 5 pieces of ammunition or one weapon to give that weapon the silvered property for means of bypassing resistances. The silver wears off after 1 hour.

Beastbane. This hollow tube is decorated with animals, and is filled with alchemical powders that wards off all but the most terrible of beasts in the world. As an action, you can snap the tube, and release the powders into the air, creating a 10 foot sphere of dust around you. Any beast type creature that enters or ends their turn in the sphere must make a DC 13 Wisdom saving throw or be Frightened of the area until the area ends. This cloud lasts 1 minute, or within the presence of moderate or strong winds, 1 round.

Blastpatch. These crystals contain large amounts of force within them. As an action, you can place or hide a blastpatch to cover a 5 foot area on the ground. When a creature steps on the blastpatch, they must make a DC 13 Dexterity saving throw. On a failed save, they take 2d8 force damage, or half on a successful save.

Blinding Bomb. This small hand-held bomb of flash powder creates blinding light upon a solid impact.

Range 20/60 feet

Using an action, throw the bomb, which creates a 5 foot sphere of blinding light centered at the point of impact. All creatures in the area must make a DC 13 Constitution saving throw or be Blinded until the end of their next turn.

Bloodstinger Poison. An enhanced poison made from insects, this lingering poison is more powerful. Using an action, you can coat a single weapon or 5 pieces of ammunition, which lasts one minute. When a creature is hit with a poisoned weapon, they must make a DC 10 Constitution saving throw. On a failed save, they take 1d4 poison damage. At the end of their turns after the first failure, they must make repeat the saving throw or take another 1d4 poison damage. The poison lasts until they save or 1 minute passes.

Clearsense Powder. This extremely fine, silver powder has the medical properties, specifically having the effects of restoring your primary senses. Using an action, you can inhale a pinch of this dust, and make a saving throw to end being Blinded and Deafened with advantage. Each pouch contains 3 uses each.

Clearwater Solution. This is a gelatin like white tab dissolves quickly in liquids, and helps to remove anything harmful. This can even purify the strongest of dwarven ales. When applied to a body of water, no bigger than a 5 foot cubed (935 gallons), it will remove all diseases, poisons, and impurities from it, leaving clean water. If used on a body of water bigger than the allowed amount, it will do nothing.

Dragonfire Tar. A green tar that is covered to protect the user from its highly sticky and flammable nature, this is a very dangerous substance to throw at any creature or wooden building.

Range: 20/60 feet

Make an improvised ranged weapon attack. On hit, the creature gains fire vulnerability from the next fire damage attack that hits it. This effect lasts one minute, or until they receive fire damage. Creatures who are have resistance or immunity to fire damage take no effect from this.

Ghoststrike Oil. This clear, sweet smelling oil when applied to a weapon leaves behind a ghostly yellow mist when swung. As an action, you can coat one weapon or 5 pieces of ammunition with this oil. For 1 minute, the weapon is considered to be magical for the purposes of bypassing damage resistance for undead type creatures.



1. Goodnight tincture; 2. Jolt flask; 3. Herbal poultice

Goodnight Tincture. A bottle with green liquid sloshes around, the mere taste of which is enough to put down a full grown man. When applied to food or drink, it becomes hard to notice (DC 16 Perception check). When a poisoned food or drink is consumed, after 1 minute has passed, the creature is affected by the spell *sleep* at first level. This effect only applies to the creature who consumes the tincture.

Herbal Poultice. A mixed group of herbal plants that when bound to the body with cloth has natural healing properties. When applied to the body as an action, you gain 1d4 temporary hit points until the end of your next short or long rest.

Jolt Flask. A fairly common looking flask of black swirling liquid contains a nasty surprise.

Range 20/60 feet

When the flask is thrown and breaks, it creates a 5 foot sphere of concussive force centered at the point of impact. All creatures in the area must make a DC 13 Constitution saving throw. On a failed save, they are stunned until the end of their next turn.

Lockburst Chalk. A narrow and long piece of chalk that can expand rapidly when broken off at one end, and can be used to bypass locks. When inserted into a lock and broken, you may make a Dexterity check as if you were proficient with a set of lock picking tools. On success, the lock is opened and destroyed. On a failed save, you are unable to open the lock for one hour, due to the expansion of the chalk in the hole.

Salve of Slipperiness. This foul smelling green-black oil can be used in order to escape from restraints. When applied to your body as an action, for the next five minutes enemies have disadvantage on Strength (Athletics) checks when attempting to grapple you and you have advantage on Dexterity (Acrobatics) checks made to escape grapples.

Slow Step Oil. A chalky white oil that has the ability to slow your foes down and prevent escapes. Using an action, you can coat 1 weapon or 5 pieces of ammunition, which lasts 1 minute or until you hit a creature. Creatures hit with a coated weapon must make a DC 13 Constitution saving throw. On a failed save, their movement is reduced by 10 feet. The save is repeated at the end of the creatures turn or until 1 minute passes.

Smoke Stick. A long stick of what seems to be charcoal, when this stick of alchemical clay is broken, it instantly creates black smoke. Using an action, you can break a Smoke Stick, which creates a 5 foot cloud of black smoke that lightly obscures all creatures in the area from sight. This smoke lasts 1 minute, or within the presence of moderate or strong winds, 1 round.

Tanglefoot Bag. A cloth bag, the inside of which is covered in a sticky gel like substance that hardens when mixed upon impact.

Range: 20/60 feet

Make an improvised ranged weapon attack. On a hit, the creature's speed is reduced to zero until the end of the creature's next turn. This only affects large or smaller creatures.

Thunderstone. A crystal that contains 2 types of liquids in it, one white and one black. They mix when the crystal shatters, creating a thunderous boom.

Range: 20/60 feet

Upon impact with a creature or object, it creates a 5 foot sphere of thunderous force centered at the point of impact. Creatures in the area must make a DC 13 Constitution saving throw. On a failed save, they take 1d6 force damage and are Deafened until the end of their next turn, or half as much damage on a successful save.

Tracking Dust. A pouch of very fine silver dust that is highly valued by rangers and bounty hunters. By using an action, you can cover a 10 foot square with the powder. After doing so, you gain a +5 bonus to Wisdom (Survival) checks made to track footprints within the area, and for tracking footprints of creatures that have walked through the area. The powder and area lasts for 30 minutes.

POTIONS

These remade potions can help give an edge to both friends and foes alike.

CRYPTSPAWN POTION

Potion, very rare

Dispute the fact that this very viscous potions smells like a corpse, it is very good for you. When consumed, you regain 3d4 hit points, and gain resistance to necrotic and poison damage for 1 hour. You also make any saves against disease with advantage for 1 hour.

DEATHSPAWN POTION

Potion, legendary

A dark gray potion that has no smell, this potion prevents even the worst of deaths on the drinker. When this potion is consumed, you heal 5d4 hit points. You also gain immunity to poison and necrotic damage, and cannot contract any disease for 1 hour.

ELIXIR OF ACCURACY

Potion, rare

A very sour, blue colored potion that is found within elven settlements. When this potion is consumed, your attack rolls are increased by 1d6 for 1 hour.

ELIXIR OF APTITUDE

Potion, uncommon

An amber potion that swirls in color, and has a sweet smell and taste. When this potion is consumed, choose a skill. The next skill check made for that skill gains a 1d4 bonus to the roll. This effect lasts until the skill check is made, or until 1 hour passes.

ELIXIR OF FORTITUDE

Potion, rare

A thick, purple potion that is used to help your body be stronger. When this potion is consumed, you may treat a Constitution saving throw as if you had rolled a 25. You may use this effect once during the 1 hour duration. If this effect is not used after the 1 hour passes, the potion's power dissipates.

ELIXIR OF REFLEXES

Potion, rare

A thin, pink colored potion that will give the body unbelievable dexterity. When this potion is consumed, you may treat a Dexterity saving throw as if you had rolled a 25. You may use this effect once during the 1 hour duration. If this effect is not used after the 1 hour passes, the potion's power dissipates.

ELIXIR OF WILL

Potion, rare

A white bubbling potion that enhances the willpower of the drinker. When this potion is consumed, you may treat a Wisdom saving throw as if you had rolled a 25. You may use this effect once during the 1 hour duration. If this effect is not used after the 1 hour passes, the potion's power dissipates.

FIRE BEETLE POTION

Potion, uncommon

A potion that is red and smoky in color, once consumed, your skin glows red and your skin takes on a rough texture. When this potion is consumed, you gain resistance to fire damage and 5 temporary hit points for 1 hour.

GRAVESPAWN POTION

Potion, uncommon

A deep purple potion that helps with deadly effects. When this potion is consumed, you gain resistance to poison and necrotic damage. You can also add a 1d4 bonus to saving throws made against disease. These effects last for 1 hour.

KRUTHIK POTION

Potion, rare

A potion made of Kruthik parts, it is a foul smelling, red-purple liquid. When this potion is consumed, you gain 3d4 temporary hit points, and resistance to acid damage for 1 hour.

POTION OF CLARITY

Potion, uncommon

A cold, cyan colored liquid fills this potion bottle. When this potion is consumed, for the next hour, you may reroll a single attack, skill check, or saving throw with a 1d4 bonus. You must take the result of this reroll.

POTION OF MIMICRY

Potion, rare

A very thick, orange, and sweet potion that allows you to become disguised. When this potion is consumed, you gain the effects of *disguise self*, gaining the appearance of a creature within sight. (Save DC 15). You also gain the mannerisms, voice, and speech patterns of the creature, granting advantage on Charisma (Deception) checks made to pass off as the chosen creature. These effects last for 1 hour.

POTION OF REGENERATION

Potion, rare

A reddish brown, metallic tasting potion. When this potion is consumed, you regain 5 hit points at the start of your turn for 1 minute.

POTION OF SPIRIT

Potion, uncommon

A lavender scented and colored potion that helps your spirit remain on the Material Plane. When this potion is consumed, you can add a +1 bonus to all death saving throws made for 1 hour.

POTION OF STORMSHIELD

Potion, rare

A potion with a gray color, ozone smell, and metallic sheen. When this potion is consumed, you gain resistance to lightning and thunder damage for 1 hour.

POTION OF VIGOR

Potion, rare

A vermillion, normal smelling potion. When consumed, you gain 15 temporary hit points for 1 hour.

SPIDER POTION

Potion, legendary

A strong smelling, sepia colored potion that grants a spider's abilities and resistances. When consumed, you gain 20 temporary hit points, immunity to poison damage, and the effects of the spell *spider climb* for 1 hour.

REAGENTS

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.

SCRIBE'S NOTES

Fascinating. Have these always existed in our world? You would think these reagents would far more understood considering the usefulness they provide to spell casters.

CREEPING GATEVINE

Reagent, uncommon

This red flowering vine grows on teleportation gates and portals to other planes of existence. This reagent can be used as a spell component for any spell that meets the following requirements: A spell that has a teleportation effect. If you do, you can increase the teleportation range by 10 feet. This reagent is consumed on use.

DARK CLOVER

Reagent, uncommon

A black colored clover that grows wildly in the Shadowfell, or locations with strong negative energy. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that does necrotic damage. If you do, you can increase the damage by an additional 1d6. The reagent is consumed on use.

DESERT ROSE

Reagent, uncommon

A yellow rose that only grows in very remote regions of deserts and arid areas, this Reagent is used for maintaining magic. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that requires concentration. If you do, you can make Constitution saving throws for maintaining concentration with advantage. The reagent is consumed on use.

BLACK CAVE PEARL

Reagent, rare

A pearl of swirling black colors, typically found in underground lakes. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that has a charm effect. If you do, the creature makes the saving throw against the charm effect with disadvantage. This reagent is consumed when used.

BLACK DRAGON BILE

Reagent, uncommon

A Reagent that is created by distilling stomach acid of a Black Dragon. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that does acid damage. If you do, you can add an additional 1d6 damage to the spell. This reagent is consumed when used.



BRIGHTLEAF

Reagent, uncommon

These leaves typically bloom in the older forests of the world, and never seem to fall, even in winter. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that deals radiant damage. If you do, you can increase the damage by 1d6. This reagent is consumed on use.

DREAD NIGHTSHADE

Reagent, rare

A plant that is related to eggplants in both look and taste, and is actually quite deadly. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that does poison damage. If you do, you can increase the damage by 2d6. This reagent is consumed on use.

FLAME ROSE

Reagent, uncommon

A deep red and orange rose that is only found in the hottest areas of the world. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that does fire damage. If you do, increase the damage by 1d6. This reagent is consumed when used.

FUNDAMENTAL ICE

Reagent, uncommon

Ice that is formed when water is exposed to the Elemental Chaos. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that does cold damage. If you do, you can also have the targeted creatures make a Strength saving throw (if you don't have a spell save DC, the save is DC 14). On a failed save, the creatures who take cold damage are also restrained by ice until the end of their next turn. This reagent is consumed on use.

GLASSTEEL SHARD

Reagent, uncommon

A special tempered glass that is forged from sand from the Elemental Chaos. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that deals force damage. If you do, you can increase the damage by 1d6. This reagent is consumed when used.

MIND DUST

Reagent, uncommon

A reagent made from the powdered brain of a mind flayer. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that deals psychic damage. If you do, you can add 1d6 damage. This reagent is consumed when used.



TERROR ICHOR

Reagent, uncommon

A reagent that is made by distilling pixie blood. This reagent can be used as a spell component for any spell that meets the following requirements: a spell that causes a creature to become frightened. If you do, creatures make the saving throw against the fear effect with a -1d4 penalty to their rolls. This reagent is consumed when used.

ENCHANTED WHETSTONES

These are items that in 4th edition could be applied to a weapon much like an oil or poison, but they typically gave the item an elemental type of damage

SCRIBE'S NOTES

It seems that runes can be applied to special metals in order to create special effects for weapons. Experimentation with different metal types might lead to further results.

CAUSTIC WHETSTONE

Whetstone, rare

A whetstone made of rare green metal that is formed inside of Green Dragons. When this whetstone is applied to a melee or ranged weapon, the weapon deals an additional 1d6 acid damage for 5 minutes. The whetstone is consumed when used.

FROZEN WHETSTONE

Whetstone, rare

A white-blue metal whetstone that is formed in very icy regions. When this whetstone is applied to a melee or ranged weapon, the weapon does an additional 1d6 cold damage for 5 minutes. The whetstone is consumed on use.

TEMPEST WHETSTONE

Whetstone, rare

A rare metal whetstone that formed from lightning struck iron. When this whetstone is applied to a weapon, that weapon does an additional 1d6 lightning damage for 5 minutes. The whetstone is consumed when used.

WHETSTONE OF COMBUSTION

Whetstone, rare

A whetstone that formed from obsidian and produces a flammable oil. When this whetstone is applied to a weapon, the weapon does an additional 1d6 fire damage for 5 minutes. The whetstone is consumed when used.

WHETSTONE OF VENOM

Whetstone, rare

A whetstone that is formed from iron exposed to poisonous pools for an extended period. When this whetstone is applied to a weapon, the weapon does an additional 1d6 poison damage for 5 minutes. The whetstone is consumed on use.

ENCHANTED EQUIPMENT

A wide selection of armor, weapons, and other equipment from 4th edition has now been brought to the 5th! I have attempted to try to keep the core of what was ordinal while adding some additional features to somewhere it made sense. You may notice that none of these items have standard enchantment bonus, such as +1, +2, or +3. This is because of the fact that I will leave that to the DM to decide. However, here is a handy guide for such things.

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

ADDERGREASE ARMOR

Armor (leather), rare (requires attunement)

Forged from poisonous snake and lizard skins, this leather armor can spray venom like a cobra when its owner is attacked. While wearing this armor, you gain access to the following effects:

This armor has 4 charges, and regains 1 charge at dawn. When an attack misses you, you can use a reaction to expend a charge to have the armor use the spell *poison spray* (Save DC 15).

AGILE ARMOR

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

Thanks to the materials and enchantment on this armor, this armor is considerably lighter than it normally would be as a result. While wearing this armor for purposes of AC, you can add your Dexterity modifier to your AC (Max of +4).

ARMOR OF ATTRACTION

Armor (scale, breast plate, half plate, splint, or plate), very rare (requires attunement)

The enchantments and material choices of this armor makes the armor extremely shiny. Eyes tend to move towards the armor, almost irresistibly so... While wearing this armor, when a creature within 5 feet of you is targeted by a single target attack, you can use a reaction to make the attacker make a DC 18 Charisma saving throw. On a failed save, they must target you instead. On success, they can't be affected by the Armor of Attraction for 24 hours. You also gain an additional 1d4 bonus to Charisma (Persuasion) checks.

ARMOR OF CLEANSING

Armor (any), uncommon (requires attunement)

This armor is covered in healing symbols, while the inside of the armor has many hand like runes that give the impression of the touches of clerics. While wearing this armor, whenever you regain hit points, you regain an additional 2 (including short rests). You also gain a +1d4 bonus for saving throws against poisons and diseases.



AQUEOUS ARMOR

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

Cold when it is touched, this armor also has the appearance of being wet, even when it is dry. The armor typically is dyed to match the colors of water, with blues and whites. This armor grants the wearer with Water breathing. The armor also has 5 charges, and regains 1 charge at dawn. Using an action, you can expend a charge and polymorph into a water elemental for 5 minutes, following the rules of the *polymorph* spell. You can also end the polymorph early as a bonus action.

ARMOR OF DURABILITY

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

This armor shows no signs of wear at anytime, giving the impression that this armor can take a hit. While wearing this armor, you gain the following effects:

This armor has 3 charges, and regains 1 charge at dawn. As a bonus action you can expend a charge and gain 5 temporary hit points, and a 1d4 bonus to Constitution saving throws. These effects last 1 minute.

ARMOR OF EXPLOITS

Armor (any), uncommon (requires attunement)

Many arcane glyphs cover this armor, and they glow in the presence of a spell being cast, seeming to draw its energy. Once per day while wearing this armor, this armor can store a cantrip spell that is put into the armor by any willing creature. The spells save DC, attack bonus, and level are those of the caster who puts the spell into the armor. Once the spell is used, another spell can't be stored until the next dawn. After a long rest, any stored spell is also lost.

ARMOR OF NEGATION

Armor (any) very rare (requires attunement)

The runes of this armor seem to cover vital areas of the wearer, and can seem to move in the presence of danger. Dirt and dust never seems to stick to this armor. While wearing this armor, you gain the following effects:

Whenever you succeed on a saving throw and take half damage, you may choose to take no damage.

You can also cast *dispel magic* on yourself at 4th level once per day to end a magical effect. (Bonus of +3 for higher level spells)

ARMOR OF NIGHT

Wondrous item, very rare

This black set of clothes shows no reflection, even when wet. Torches seem to dim when you walk past them wearing this. While wearing this robe, you gain resistance to radiant damage. The robe has 5 charges total, and regains 1+1d4 charges at dawn. As an action, you can expend a charge to cast the spell *darkness* on yourself without concentration. You can also expend additional charges to increase the radius of the sphere of darkness by 5 feet each charge.

ARMOR OF SACRIFICE

Armor (any heavy armor), uncommon

The armor depicts scenes of heroes throwing themselves in front of others to protect their allies. While wearing this armor, as a reaction you can touch a willing creature within range who is undergoing a condition that requires a saving throw to end. You transfer the condition to yourself, and you may expend a hit die to give yourself advantage on the saving throw. The Condition must require a Constitution, Intelligence, Wisdom, or Charisma saving throw to transfer. You may only use this feature once per day.

ARMOR OF STARLIGHT

Wondrous item, rare (requires attunement)

This cloth set of clothes is a deep blue, with small dots of white that seem to twinkle slightly. While wearing these clothes, you gain resistance to radiant damage. The set also has 5 charges total, and regains 1 charge per night. When you are hit with an attack, you can use your reaction to expend a charge, causing the stars on the clothes to explode with light. The attacker must make a DC 15 Wisdom saving throw or be blinded until the end of their next turn (Creature must rely on sight). You can also use a bonus action to shed dim light within 15 feet around you, and end it with a bonus action.

ASSASSINBANE ARMOR

Armor (any), very rare (requires attunement)

This armor depicts many circles on it, with a set of eyes moving from circle to circle. While wearing this armor, you ignore any disadvantage on Wisdom (Perception) checks that rely on sight. You gain a +3 bonus to natural perception. Twice per day, you can also cancel a critical hit that is caused by a roll with advantage, and cause it to do normal damage.

BEASTLORD ARMOR

Armor (leather or hide), rare

Decorated with horns, teeth, and bones, this armor is made from the skins and parts of many different types of animals. While wearing this armor, you can cast *speak with animals* once per day. You also gain a +1d6 bonus to Wisdom (Animal Handling) checks made. You also have advantage on Wisdom (Survival) checks made to carve or track creatures.



BESTIAL ARMOR

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

This armor is crafted from skin, fur, and claws of cave bears. The enchantments of this armor allows you to draw upon their power. While wearing this armor, you gain access to the following effects:

3 times per day, when you take a Dash action you can use a bonus action to make a single melee weapon attack. This melee attack gains a +1 bonus to attack and damage rolls.

BLOODIRON ARMOR

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

Armor that is treated and cooled in blood while forged, the armor has a reddish tinge to the color. While wearing this armor, you have access to the following effects:

This armor has 5 charges, and regains 1 charge at dawn. With a bonus action, you can expend a charge and blood mark a target you can see. You gain an additional +2 to attack and damage rolls against the target. The mark lasts 1 minute.

BLOODTHEFT ARMOR

Armor (leather), legendary (requires attunement)

This armor has runes that constantly bleed, but drips no blood. The armor itself seems to always be slick with crimson. While wearing this armor when you are hit with an attack, you can expend any number of hit die and regain temporary hit points equal to the amounts rolled. The creature that hit you also must make a DC 20 Dexterity saving throw. On a failed save, they take piercing damage equal to the amount of temporary hit points you regain, or half as much on a successful save, as blood spikes shoot out. When you bring a creature to zero hit points, you can use a bonus action to regain a single hit die.

BOLSTERING ARMOR

Armor (any heavy armor) legendary (requires attunement)

Tales of this armor tell it was worn only by the greatest of leaders in all the lands. Runes on the arms on hands tell of healing powers. While wearing this armor, whenever you use hit dice during a short rest, all creatures you choose within 20 feet regain half of what you recover. You can also touch a willing creature, using an action to expend a hit dice and heal the creature by that much. Whenever you regain hit points from a spell or item, a creature of your choice within 20 feet of you regains half of what you heal.

BLOODFIRE ARMOR

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

Showing depictions of the Nine Hells, this armor is said to be made using Tieflings techniques. While wearing this armor, you gain fire resistance. This armor has 5 charges, and regains 1+1d4 charges at dawn. As a reaction, you can expend a charge to cast the spell *hellish rebuke* at 2nd level (save DC 15)

BONEGRIM ARMOR

Armor (plate), rare (requires attunement)

This scary looking armor is composed of a skull helmet, a ribcage breast plate, and forelimb bones for the arms and legs. While wearing this armor, you gain advantage on Charisma (Intimidation) checks, resistance to necrotic and poison damage, and no longer require food, water, and sleep.

Cursed- You are unable to remove this armor as it binds to the skeleton of the wearer. It can only be removed with a *remove curse* spell or similar spell. If you die with this armor on, you rise as a skeleton, and attack the nearest creature. While wearing this armor, you count as an undead for terms of turn undead, vulnerabilities, and arcane senses.

SCRIBE'S NOTES

Of all the items found thus far, this seems to be the only cursed one. Curious... Perhaps the owners of these vaults was unaware of this armor's true nature?

BREACHING ARMOR

Armor (any armor) uncommon (requires attunement)

This seemingly normal set of armor phases through walls slightly when touching them, seeming to give a hint to their power. Once per day while wearing this armor when you are against a wall, you can teleport to the other side without requiring line of sight. You cannot teleport if the wall is more than 10 feet thick, or if there is an obstacle in the space you would appear at (Creature or object). If there is an obstacle, you do not teleport, and the power is wasted for the day.

BRIARWINE ARMOR

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

An armor of Eladrin make, this armor is meant to appear as normal clothes until provoked. While wearing this armor, whenever you take melee damage the attacker takes 1d4 piercing damage. This armor appears to be a normal set of clothes until it is revealed with a bonus action or you are attacked. The armor returns to its other appearance after 1 minute.

CHAMPIONS ARMOR

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

This armor appears to be slightly worn. Legends tell that the spirit of a previous hero from a forgotten era dwells inside the armor. While wearing this armor, you gain access to the following effects:

This armor has 3 charges, and regains 1 charge at dawn. Whenever you are hit with an attack, as a reaction you can expend a charge and gain half the damage you have taken as temporary hit points that lasts 1 minute.

CHAOS WEAVE ARMOR

Armor (any armor) very rare (requires attunement)

This armor has multicolor runes that seem to swirl and spin slowly all over. While wearing this armor, whenever you are hit with an acid, cold, fire, lightning, or thunder attack, as a reaction you can choose to gain resistance to that damage type until your next long rest. The elemental resistance type can only be changed up to 3 times per day.

CORAL ARMOR

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

While this armor seems heavy, when you enter water it becomes light as air. While wearing this armor, you gain a swimming speed equal to your walking speed and water breathing.

CRYSTAL ARMOR

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

This armor is typically made from a clear or milky quartz and prevents negative influences on your senses and mind. While wearing this armor, you gain a 1d4 bonus to all Wisdom and Intelligence saving throws.

DARKFORGED ARMOR

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

Made using Duergar techniques, this dark metal armor is known for its extremely powerful resistance to force. While wearing this armor, you gain access to the following effects:

This armor has 3 charges, and regains 1 at dawn. You can use a reaction to expend a charge and increase your AC by 2 for 5 rounds. (30 seconds). This effect can be stacked multiple times, however all stacked AC is lost when the first used stack expires.

DEFLECTION ARMOR

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

Dispute shows some signs of wear and tear, this deceptive looking armor is in fact extremely strong. So much so that it bounces attacks towards others. While wearing this armor, you gain access to the following effects:

This armor has 5 charges, and you regain 1d4 charges at dawn. When a single target attack misses you, you can use a reaction to expend a charge, and redirect the attack within half the range of the original attack. The original attacker must reroll for a new attack against the new target, and you can expend an additional charge to give that attack advantage.

ELUKIAN CLAY ARMOR

Armor (scale or plate), rare

Typically deep red or pale yellow in color, this clay armor is made from enchanted clay from the elemental plane of Earth. While wearing this armor, you gain resistance to acid damage, and a +1d6 bonus to all Constitution saving throws. Once per day, you can also gain immunity to acid damage for 1 round (6 seconds).

FAYMIND ARMOR

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

Using enchanted silver from the Faewild, this armor set has dancing lights around it that can be used defensively. While wearing this armor, 5 motes of light surround you. You can have the lights around you provide torch light with a bonus action. You can also send one out to hover within 30 feet of you. If you leave further than 60 feet of a mote, the mote of light returns to you. Once per day, you can use a reaction to burn the motes of light against a creature that targets you for an attack. The creature must make a DC 16 Charisma saving throw. On a failed save, they are stunned until the end of their next turn. The motes are destroyed when this is done, and return by the next dawn.

FLICKERSIGHT ARMOR

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

Enchanted with Shadowfell magic, this armor is a darker color with pitch black runes. While wearing this armor, you gain minor dark vision, which makes dim light appear as bright light within 15 feet, and darkness appear as dim light. Once per day you can cause your body to become semi-transparent, gaining advantage on Dexterity (Stealth) checks. This effect lasts 5 rounds (30 seconds)

FORTIFICATION ARMOR

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

This armor is forged using typical Dragonborn methods, and as such is well suited for combat. While wearing this armor, whenever you are hit with a critical hit, roll a d20. If you roll a 16-20, the critical attack becomes a normal hit.

FROSTBURN ARMOR

Armor (plate), very rare (requires attunement)

On the outside, this set of plate mail gathers a fine layer of frost. However, those who wear it will attest to the warmth that it provides. While wearing this armor, you gain resistance to extreme heat and cold environments. You also gain resistance to cold and fire damage. This armor has 5 charges, and regains 1d4 charges at dawn. When a friendly creature within 10 feet is attacked, you can use your reaction to expend a charge and grant that creature resistance to either fire or cold damage until the end of your next turn.

FROZEN ARMOR

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

Motes of ice float around this armor made of ice, enchanted never to melt. Despite its appearance, it keeps the wearer warm. While wearing this armor, you gain resistance to extreme cold environments. You also gain resistance to cold damage. Once per day, you can add 1d6 cold damage to a melee or ranged attack.

GIANTDODGER ARMOR

Armor (leather), rare (requires attunement)

This very simple looking set of leather armor is very common among the halfling heroes of the world, mostly in part due to the stories and legends that surround it. While wearing this armor, when a creature with a size category larger than yours misses with an attack, you can use a reaction to move 1/2 your walking speed without opportunity attacks. You also gain advantage on Dexterity (Stealth) checks against that creature until the end of your next turn.



Heartening
armor

HEARTENING ARMOR

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

The glyphs on this armor not only give you courage to face your fears, but to come back at them as well. While wearing this armor, you gain a +1d4 on Wisdom saving throws against fear effects. When you are successful on a save against a fear effect, you also gain temporary hit points equal to your level.

ILLITHID ROBES

Wondrous item, very rare (requires attunement)

A very tight and slick set of robes, these robes are common amongst the mind flayer race. The enchantments upon them show the willingness to use thralls as shields. While wearing this robe, you gain resistance to psychic damage. 3 times per day when you take damage from an attack, you can choose a willing creature in sight, and split the damage in half with that creature as a reaction.

SCRIBE'S NOTES

Imagine my surprise to find out the nature of these robes. The Illithid truly do not care for those beyond themselves.

IMMUNIZING ARMOR

Armor (scale or plate), uncommon

This armor is sleek and white, giving a sense of purity. The runes on the armor glow in the presence of poison and disease. While wearing this armor, you gain resistance to poison damage. You also make saving throws against poisons and diseases with advantage.

IMPOSTERS ARMOR

Armor (any heavy armor), uncommon

A plain looking set of metal armor, with a quick command word you can transform this armor into a robe or set of clothes. While wearing this armor, you can use a bonus action to transform your armor from its current state into a set of common clothes or back. You lose the AC armor bonus while in common clothes form. You also gain advantage on Charisma (Deception) checks to convince others of yours clothes being normal.

IRREFUTABLE ARMOR

Armor (any), uncommon (requires attunement)

A simple but imposing set of armor, useful for making creatures bow before you. Once per day while wearing this armor, you can force a creature you can see to roll with disadvantage against a single Wisdom check or saving throw. The creature must rely on sight to be affected. You also gain a +1d4 bonus to Charisma (Intimidation) checks.

LAUGHING DEATH ARMOR

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

This armor has many sinister looking ornaments on it. A faint cackling can be heard when the armor is stuck. While wearing this armor, you gain resistance to necrotic damage. This armor has 3 charges, and regains 1 charge at dawn. When you are hit with a melee attack, use your reaction to expend a charge to cast *inflict wounds*, using your Dexterity modifier for the attack roll.

LIFEGIVING ARMOR

Armor (plate), uncommon (requires attunement)

This armor is covered in runes and glyphs of protection and healing. While wearing this armor, you gain resistance to necrotic damage. Once per day while wearing this armor you can expend a bonus action to roll a hit die and regain health.

LOOM WEAVE ARMOR

Wondrous item, rare (requires attunement)

Made with an unusual technique of weaving soil into the cloth, it gives the clothes the abilities to wield earthen powers. While wearing these clothes, you gain access to the following effects:

These clothes have 2 charges, and regains 1 charge at dawn. You can use an action to expend a charge to cast *Maximilian's earthen grasp* (Save DC 15).

MARTYR'S ARMOR

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

A crimson tinted armor with transmutation glyphs that can help protect allies. While wearing this armor, as a bonus action you can touch a willing creature, and suffer a -1 penalty to AC to increase the creature's AC by +1 until the end of your next turn.

MELIORATING ARMOR

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

A dull steel armor that displays a simple, but well made design. While wearing this armor, when you take damage you can use a reaction to increase your AC by +1 until the end of your next turn.

MIRRORSHEEN ARMOR

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

Made with magically enchanted metallic threads, the metallic sheen of this armor is highly reflective. While wearing this armor, you gain resistance to radiant damage. Once per day when you are the target of a ranged single target attack you can change the target of that attack to another creature within 5 feet of you as a reaction. If you are hit with a radiant damage attack, all creatures within 5 feet of you must make a DC 15 Wisdom saving throw. On a failed save, they are blinded until the end of their next turn.

PELAURUM ARMOR

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

A golden sheen on this set of armor reminds the wearer of the might of the sun god. You gain resistance to fire and radiant damage while wearing this armor.

PRISMATIC RODE

Wondrous item, legendary (requires attunement)

A rainbow colored robe that appears in dull colors at first before springing to life when used. While wearing this robe, when you are hit with an attack of the following elemental types, you gain resistance to the elemental type at the end of your turn. The elemental types are fire, cold, poison, lightning, or acid. This armor has 6 charges, and regains 1 charge at dawn. You can an action to expend a number of charges to cast the following spells

2 charges- *prismatic spray* (save DC 20)

6 charges- *prismatic wall* (save DC 20)

SCRIBE'S NOTES

These robes weren't exactly hard to spot in the vaults. Considering the sheer power these robes contain, you might as well stand out.

RAT FORM ARMOR

Armor (leather), rare (requires attunement)

Made of many, many tiny hides of rats, with tassels that are made of rat tails. While wearing this armor, you gain proficiency in Dexterity (Stealth) if you don't have it already. You can also cast *polymorph* on yourself to turn into a rat once per day as an action. The *polymorph* can be ended early with a bonus action.

REFLEXIVE ARMOR

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

An armor with specific runes that react when the wearer is in danger and helps avoid it. Twice per day while wearing this armor, when forced to make a Dexterity saving throw for an attack you may use your AC score as your Dexterity save, as the armor forms a protective layer to save the wearer.

REINFORCING ARMOR

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

An armor meant for providing additional strength when your own reserves run out. While wearing this armor, you gain an additional +1d4 on Constitution and Strength saving throws.

REPULSION ARMOR

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

The amount of runes on this armor is a bit excessive. They activate when a foe gets too close. 3 times per day while wearing this armor, when a creature moves within 5 feet of you, you can use your reaction to force the creature to make a DC 13 Strength saving throw. On a failed save, they are pushed 10 feet away by a force emanated from the armor.

RIGHTEOUS ARMOR

Armor (plate), rare (requires attunement)

The armor is inscribed with stories of a zealot on their way to smite their foes. While wearing this armor, when you are hit with an attack that has advantage against you, you can use a reaction to force the attacker to make a DC 16 Wisdom saving throw. On a failed save, they take 2d6 radiant damage as a holy daggers shoot towards them.

ROBE OF BLOODWALKING

Wondrous item, very rare (requires attunement)

A robe that is said to be made using vampiric methods, this robe will reward you for slaying your foes. While wearing this robe when you kill a creature within 25 feet, you can use your movement to teleport through the blood left by the creature to be within 5 feet of it. You can also teleport to any pool of blood at least 5 feet in size within 25 feet with your movement.

ROBE OF CONTINGENCY

Wondrous item, uncommon (requires attunement)

Stitched with wool made from the Feywild, this robe is popular due to its ability to protect its user in a pinch. Once per day while wearing this robe, you can use a reaction to cast *shield*, or teleport 15 feet away to a spot you can see.

ROBE OF DEFIANCE

Wondrous item, very rare (requires attunement)

Robes that are enchanted with magic of the elemental planes, these robes come in 3 different types; fire, cold, and lightning. While wearing this robe, whenever you take damage of the type of robe you are wearing (fire, cold, or lightning), your walking speed increases by 10 feet, you regain 2d6 hit points, and your next attack deals an additional 1d8 of the elemental type of the robe.

ROBE OF FORBEARANCE

Wondrous item, legendary (requires attunement)

A robe designed to appear ordinary, the inside of these robes are actually covered with many different types of protection magic. While wearing this robe, whenever you are the target of a single attack, add 1d6 to your AC. Whenever you are the target of an effect that requires a saving throw, add 1d6 to your saving throw.

ROBE OF QUILLS

Wondrous item, uncommon (requires attunement)

Spines cover the outside of this robe, which seem to spike up whenever you are struck by an attack. While wearing this robe, when a melee attack is done against you the attacker must make a DC 12 Dexterity saving throw. On a failed save, they take 1d4 piercing damage, as well 1 piercing damage per turn until they take an action to remove the quills. Any creature that grapples you automatically fails the save DC.

ROBE OF SAPPING

Wondrous item, very rare (requires attunement)

Popular robe amongst wizards, these robes help bring down armored foes while also protecting themselves. While wearing this robe, you gain access to the following features:

This armor has 5 charges, and regains 1 charge at dawn. You can use a reaction to expend a charge and target a creature that is attacking you. The attacker must make a DC 17 Constitution saving throw. On a failed save, their AC is reduced by 1d4, and you gain the same amount of AC. This effect can only affect one creature, and when used again, ends for the previous creature. This effect does not stack if multiple charges are used. The effect for you and the affected creature ends after 1 minute.

ROBE OF SCINTILLATION

Wondrous item, uncommon (requires attunement)

A robe made of fine silk, this robe can be made to shine brightly and even blind foes. While wearing this robe, as a bonus action you can have the robe glow with white light, similar to a torch. This can be ended at any time. Once per day as a reaction, you can create a 10 foot burst of light emanating from the robe. All creatures in range must make a DC 13 Wisdom saving throw. On a failed save, they are blinded until the end of your next turn.

ROBE OF THE ARCHFIEND

Wondrous item, legendary (requires attunement)

These demonic looking robes seem to be crafted from skins of humans, devils, and demons. They give off an aura of dominance. While wearing this armor, you have access to the following effects:

This armor has 6 charges, and regains 1+1d4 at dawn. You can expend a number of charge to do the following actions,

1 charge- Cast *hellish rebuke* (save DC 21)

2 charges- Cast *dominate person* (save DC 21)

4 charges- Cast *dominate monster* (save DC 21)

SALUBRIOUS ARMOR

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

The runes on this armor turn red whenever the wearer is exposed to healing magic. While wearing this armor, whenever you regain hit points while wearing this armor, your AC increases by 2 until the end of your next turn.

SCREAMING ARMOR

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

This armor is decorated with symbols resembling screaming humanoids. While wearing this armor, whenever you make Charisma (Intimidation) checks, increase your roll by 1d4.

Once per day, you can have the armor release a blood-curdling scream. All creatures within 5 feet of you, excluding yourself, must make a DC 13 Wisdom saving throw. On a failed save, they are frightened of you until the end of your next turn. They must be able to hear to be affected.

SERPENTSKIN ARMOR

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

This armor is made from, or using, the discarded skin of a giant snake and is enchanted to bring out the properties of that creature. While wearing this armor, you can gain resistance to poison damage once per day for a single attack against you. Also once per day, you can disengage and increase your speed by 10 feet until the end of your next turn.

SHARED SUFFERING ARMOR

Armor (any), uncommon (requires attunement)

The enchantments of this armor make it so that those who inflict suffering on you will also suffer. While wearing this armor, whenever you are undergoing a condition of any type, increase all damage you deal by 1d4.



SHIMMERING ARMOR

Wondrous item, uncommon (requires attunement)

The magical nature and material of these clothes act as a distraction to those who are too close to you. While wearing these clothes, you do not have disadvantage when using a ranged attack against a target within 5 feet.

SHOCKING ARMOR

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

Created by forges that have been struck by lightning, this armor crackles with electrical energy. While wearing this armor, you gain immunity to lightning damage. You can cast *elemental weapon* for lightning damage at 5th level 3 times per day. Whenever you are grappled or restrained by a creature, the creature takes 2d6 lightning damage at the start of their turn.



SKELETAL ARMOR

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

Made with bones and enchanted to bring out the necromantic energies, this reinforced armor brings forth images of the undead and makes them flee. While wearing this armor, you gain resistance to necrotic damage. You can also choose to add 1d6 necrotic damage to weapon attacks made. Once per day, you can cast one of the following features or spells.

- turn undead* (save DC 20)
- speak with dead*
- vampiric touch* (save DC 20)

SCRIBE'S NOTES

This armor has a similar appearance to that of the *Bonegrim Armor*. Perhaps this is why the cursed item went unchecked?

SKYBOUND ARMOR

Armor (padded or leather), uncommon

The loose parts of this armor seem to be constantly flowing in the wind, and seems to feel light as air. Once per day while wearing this armor, you can cast *jump* on yourself.

SLICK ARMOR

Armor (any light armor or hide), uncommon

This armor seems to glisten with some sort of oil that seems to come from the glyphs in the armor. While wearing this armor, you can add 1d4 to Strength (Athletics) and Dexterity (Acrobatics) checks made to resist being against being grappled.

SNAKEFANG ARMOR

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

Decorated with snake skins and fangs, the enchantments of this armor can protect against snakes and strike like them. While wearing this armor you gain resistance to poison damage. Once per day when an attack hits or misses you, you can use a reaction to have the fangs of your armor strike out at the attacker. They must make a DC 15 Dexterity saving throw. On a failed save, they are poisoned until they make a successful DC 15 Constitution save at the end of their turns.

SOLAR ARMOR

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

Typically made with an enchanted copper plating, this armor seems to soak up sunlight and store it. While wearing this armor, you gain access to the following features:

This armor has 3 charges, and regains 1 charge at dawn so long as it is exposed to sunlight for 1 hour. You can expend a number of charges in order to use the following abilities and spells.

- 1 charge: use an action to expend a hit dice to heal.
- 1 charge: cast *daylight* on the armor. (doesn't count towards gaining charges)
- 1 charge: create a 10 feet sphere of blinding light centered on yourself with an action. All creatures in range, excluding yourself, must make a DC 16 Wisdom saving throw. On failure they are blinded until the end of your next turn.

SOULWARDING ARMOR

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

Highly valued by paladins, this armor is used to protect both soul and mind. While wearing this armor, you gain resistance to necrotic and psychic damage. Your max hit points cannot be reduced by effects. Your soul is unable to be taken against your will, so long as you are wearing this armor. 3 times per day, you can also cast *spirit guardians* at 5th level (Save DC 22). Lastly, your mind cannot be read against your will.

SPIRIT LINK ARMOR

Armor (chainmail), very rare (requires attunement)

This chainmail armor is comprised of both negatively and positively enchanted metals and can even help to protect nearby allies. While wearing this armor, you gain resistance to radiant and necrotic damage. Once per day whenever a friendly creature within 15 feet is hit with a necrotic or radiant type damage attack, you can have that attack heal the ally rather than deal damage as a reaction.

STALKERS ARMOR

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

A rare mix of both Faewild and Shadowfell magic are combined into a single armor set, making this armor a hunter's best friend. Once per day while wearing this armor, you can choose a creature you can see and give them a Stalker's mark. The marked creature has disadvantage on Wisdom (Perception) checks to spot you, you know the cardinal direction of the creature relative to you so long as you are on the same plane of existence, and you deal an additional 1d6 damage against the marked creature. These effects last 6 hours.

STONEBORN ARMOR

Armor (plate), uncommon (requires attunement)

Armor that is pulled from the earth, then enchanted to give the wearer endurance of stone. While wearing this armor, you gain a +1d4 bonus to all Constitution saving throws.

STONESKIN ROBES

Wondrous item, uncommon (requires attunement)

These gray robes are slightly heavier than normal, thanks to the enchanted stone dust that laces the threads. Once per day while wearing this robe, you can gain the effects of the *stoneskin* spell until the end of your next turn.

STORMLORD ARMOR

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

Armor depicting stories of the gods of storms, this armor helps to protect yourself from the wrath of nature. While wearing this armor, you gain resistance to lightning and thunder damage. Whenever a friendly creature within 15 feet of you is targeted by a lightning or thunder type attack, you can use a reaction to have the attack target you instead. If you do so, you also gain an additional 1d6 lightning damage to all attacks until the end of your next turn.

SUMMONED ARMOR

Armor (any), uncommon

Using a modified spell, this enchanted armor can instantly be donned or doffed at will. While wearing this armor, as a bonus action you can send the armor to an extradimensional location. You can also use a bonus action to instantly equip the armor.

SURGE ARMOR

Armor (any armor), rare (requires attunement)

A well known set armor, thanks to its ability to keep its wearer alive. While wearing this armor, whenever you reach zero hit points you automatically succeed one death saving throw. Once per day, you can also add 1d4 to a death saving throw.

SURVIVOR'S ARMOR

Armor (any light armor), rare

An armor with a reputation of keeping the wearer alive, though at a cost. Once per day while wearing this armor, when you take damage you can use a reaction to have a willing creature within sight take the damage instead.

TACTICIAN'S ARMOR

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

This armor is covered in runes that help to increase knowledge of the foes you face. While wearing this armor, you may add +1d4 to any checks made to understand a creature's history, weaknesses, resistances, or tactics they use.

THUNDERHEAD ARMOR

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

This armor set shows colorations of purple and gray that seem to roll over the metal. While wearing this armor when you are hit with a lightning or thunder type attack, you can use a reaction to make DC 16 Constitution saving throw to gain immunity to lightning and thunder damage until the end of your next turn. If you are successful for 3 saves, every save after the third grants one point of exhaustion.



VAPORFORM ARMOR

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

This armor is weightless and has the colors of white and blue shifting constantly. While wearing this armor, you have access to the following effects:

This armor has 6 charges, and regains 1+1d4 charges at dawn. You can expend a number of charges to use the following spells:

- 1 charge- *misty step*
- 4 charges- *windwalk*
- 6 charges- *investiture of wind* (save DC 19)

VERSATILE ARMOR

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

This armor has the ability to shift in weight and size, while also boosting the wearer speed. While wearing this armor, as a bonus action you can suffer a -2 penalty to AC to increase your movement speed by 10 feet. You can remove this effect with a bonus action.

SCRIBE'S NOTES

Some of my military contacts are going to want to see this. A useful armor for getting soldiers to the battlefield. I can see that going well.

VERVE ARMOR

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

A lesser and more common version of the Surge armor, it is no less useful for keeping its owner alive. Once per day while wearing this armor, when you fail a death saving throw, you can choose to succeed instead.

VETERAN'S ARMOR

Armor (any), uncommon (requires attunement by a fighter)

A worn and used set of armor that is extremely popular amongst the fighters who swear by this armor. While wearing this armor, when you use an action surge, add a +1d4 bonus to all attack and damage rolls made until the end of your turn.

VOIDCRYSTAL ARMOR

Armor (any), very rare (requires attunement)

An armor set made of, or enhanced with black crystals, this armor set can help protect you against future attacks. While wearing this armor, when a melee attack misses you, you can use a reaction to have the void crystals in the armor react to the weapon. The attacker must make a DC 17 Wisdom saving throw. On a failed save, you gain resistance to that melee attack damage type until the attacker rolls a successful DC 17 Wisdom save at the end of their turns. If the attack was an unarmed attack, or made with natural weapons such as claws or horns, on a failed save the attacker also takes 2d6 force damage.

WARSHEATH ARMOR

Armor (plate), rare (requires attunement)

An armor made of layers of enchanted steel, the layers of this armor grow stronger the more foes you have around you. While wearing this armor, for every 2 creatures you have within 5 feet of you, your AC increases by 2.

WHITEFLAME ARMOR

Armor (any medium or heavy armor), uncommon (requires attunement)

The enchantments of this armor absorbs elemental energies to help protect the user. Once per day while wearing this armor, you can gain resistance to one of the following elemental types until the end of your next turn; fire, radiant, lightning, or thunder.

WILDLEAF ARMOR

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

Made from Feywild leaves, this armor is used by rangers to help them move through nature with ease and stealth. While wearing this armor, you ignore difficult terrain of any type. You can also cast *pass without a trace* once per day.

ZEALOTS ARMOR

Wondrous item, very rare (requires attunement)

Cloth vestments adorned with prayers of a cleric who devoted their life to the destruction of the undead. While wearing this robe, you gain +1d6 to attack and damage rolls made against undead creatures. Whenever you are hit by an undead creature, you can use a reaction to cause the armor to react with a holy smite, causing 3d6 radiant damage to the attacker. Once per day, you can also cast *daylight* on the armor.

SCRIBE'S NOTES

Armor like this is why I brought those of the faith with me to the vaults. Several of these items contain religious context that is lost on someone like me.

MAGIC WEAPONS

ACIDIC WEAPON

Weapon (any sword or spear), uncommon (requires attunement)

A weapon that spills acid as it is used, helping to deal more damage while extending range. While wielding this weapon, this weapon does an additional 1d4 acid damage. Once per day, you can cause the acid to surge on the weapon, extending the range of attacks made with the weapon by 5 feet until the end of your turn.

ASSASSINS WEAPON

Weapon (any light weapon), rare

A weapon that is enchanted in order to not only help bring down a target, but make sure they can't escape as well. While wielding this weapon, when a creature is hit with this weapon, they must make a DC 16 Constitution saving throw. On a failed save, they take 2d4 poison damage or half on a successful save. Once per day, you can have a special poison flow into the blade, which lasts 1 minute, or until your next hit. A creature hit with this poison must make a DC 16 Constitution saving throw or be affected by the *slow* spell.

AVANDRA'S WHISPER

Weapon (any light weapon), very rare (requires attunement by a cleric or paladin)

This weapon is inscribed with prayers of the goddess of luck. This weapon can be considered a holy symbol for purposes of a cleric or paladin to cast spells (You must worship Avandra to gain this effect). While wielding this weapon, you can also add this weapons enchantment bonus to spell attacks and damage rolls. Twice per day, you may reroll an attack roll made with weapon before knowing the results of the outcome, keeping the results of the second roll.

BATTERING WEAPON

Weapon (any bludgeoning weapon), rare

The enchantments on this weapon allow it to hit with the force of an earthquake. While wielding this weapon, once per day, you slam this weapon on the ground and cause a quake. Make a single weapon attack roll against all creatures standing on the ground with 15 feet of you. If this feature is used against a structure, it is considered to be a critical hit against the building.

BATTLECRAZED WEAPON

Weapon (any axe or blade), uncommon (requires attunement)

The runes of this weapon glow when being hit against a creature, seeking to draw blood. While wielding this weapon, whenever you hit a creature with this weapon, they are Battle marked. Every attack that hits the marked creature with this weapon increases the amount of damage done by this weapon +1 per hit, with a maximum of +3. Only one battle mark can exist at a time and hitting a new creatures ends the previous mark. The mark lasts 1 minute.

BATLEMASTER'S WEAPON

Weapon (any), very rare (requires attunement by a fighter)

A weapon that is highly sought after by fighters of the world. While wielding this weapon, once per day you can use a bonus action to regain a use of an Action Surge. You may only use this feature if you already have the Action Surge feature.

BILETHORN WEAPON

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

An enchanted weapon that oozes a rare black poison that mimics the most recent pain inflicted. Once per day while wielding this weapon, when you deal damage with this weapon, you can have the black poison take effect. At the start of your next turn, the most recent creature that took damage from your weapon takes the same amount of weapon damage again, but the damage type is changed to poison.

BLACKSHROUD WEAPON

Weapon (any axe or blade), rare

These enchanted weapons have a gray coloration that turns black when a creature is killed. When this weapon is used to kill a creature, you may choose to Hide after doing so.



Battering weapon

BLACKSMELT WEAPON

Weapon (any hammer, flail, or mace), rare

A weapon made using Duergar methods, these weapons pack an extra punch behind them. While wielding this weapon, 3 times a day you can double the damage dice rolled for a single attack with this weapon.

BLADE OF BAHAMUT

Weapon (great sword), legendary (requires attunement by a cleric or paladin)

This platinum blade is adorned with lapis lazuli throughout, and contains prayers of the Dragon of Justices' battles. This weapon can be used as a holy symbol for spells casted by a paladin or cleric, and can also add this weapons enchantment bonus to your spell attacks and damage (You must worship Bahamut to gain this effect). Once per day while wielding this weapon, you can channel the power of Bahamut into the blade, causing 25 foot sphere burst of holy force centered on yourself. All hostile creatures in range must make a DC 19 Dexterity saving throw. On a failed save, they take 3d8 radiant damage, or half as much on a successful save. All allied creatures in range take no damage, and instead regain hit points equal to the amount of damage rolled.

SCRIBE'S NOTES

Some of the faithful of amongst the workers seem quite astonished at the translations of the prayers on this blade. My contacts in the church are going to be very interested in studying this weapon.

BLADE OF NIGHT

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

The blade of this weapon can bring about the darkness of night with a vital strike. When you score a critical hit with this weapon, the creature is blinded until the end of their next turn. They must rely on sight in order to be blinded. Once per day as a bonus action, you can call upon the night within the blade to create of 10 foot tall and wide cylinder of night centered on yourself, which blocks line of sight to all creatures outside of it. This effect lasts until the end of your next turn.

BLOODCLAW WEAPON

Weapon (any melee), uncommon

The hilt of the weapon digs into the hands of the wielder, and draws the blood into the runes of the weapon. You can draw your own blood to empower the weapon. You take 1d4 damage. If your next weapon attack hits, the creature takes an additional 2d4 damage. The damage increases to 3d4 if the weapon is wielded with 2 hands.

BLOODIRON WEAPON

Weapon (any), very rare (requires attunement)

This weapon is enchanted and crafted using demonic methods, so as such, the weapon is very good at inflicting pain. Whenever this weapon does critical damage, the creature takes damage equal to the critical damage again at the start of your next turn, as the creature is forced to re-experience their previous pain.

BLOODTHIRSTY WEAPON

Weapon (any melee), very rare

This weapon draws in blood into the runes, and remembers the blood of the creatures it drinks. When you deal weapon damage against a creature (excluding elementals, constructs, and undead), this weapon gains a charge type of the creature type that was damaged. Once the blade has 3 charges of a single creature type, the weapon deals an additional 2d6 damage against creatures of that type. All charges are lost after a long rest.

BRILLIANT ENERGY WEAPON

Weapon (any), legendary (requires attunement)

Weapons with this enchantment are infused with light that can pass through armor. This weapon gives off 10 feet of bright light, and 10 feet of dim light unless covered or sheathed. You can change the damage type of this weapon from its normal type to radiant, and back again. This weapon has 3 charges, and regains 1 charge at dawn. You use an action to expend a charge to have the blade of light attempt to pass through a creature's defenses for a single attack. Roll a standard attack. The creature must make a DC Dexterity saving throw equal to, or greater than your attack roll, or take the weapons damage as radiant damage.

BRONZEWOOD WEAPON

Weapon (any melee), rare

A weapon that was created with the intention of combating the forces of the Shadowfell. When an undead creature is hit with this weapon, the creature must make a DC 16 Wisdom saving throw. On failure, they are surrounded by a golden light, that gives them the effects of the *faerie fire* spell until the end of their next turn.

CHAOS WEAVE WEAPON

Weapon (any) very rare (requires attunement)

This weapon is enchanted with glyphs that call upon the Elemental Chaos to help bypass defenses of weapon resistances. When a creature with resistance to non-magical piercing, slashing, or bludgeoning is hit with this weapon, they take an additional 3d6 damage of this weapon's damage type.

CLOAKED WEAPON

Weapon (any), rare

Using a modified version of the *invisibility* spell, this weapon shares properties of that spell. The weapon is invisible to everyone but the wielder. As such, attacks made with this weapon have advantage until you make a successful hit on a creature or object, which reveals the weapon to everyone. The weapon regains its invisibility spell after a short or long rest while sheathed.

COLD IRON WEAPON

Weapon (any), rare (requires attunement)

This weapon is enchanted and made with Shadowfell methods, so as such, is a bane against native fey creatures. This weapon does an additional 1d6 damage against fey creatures. Once per day when you hit with this weapon, you can force the creature to make a DC 15 Dexterity saving throw. On a failed save, they are restrained by shadows until the end of their next turn. If the creature is a fey creature, they also take 1d10 necrotic damage.

COMMUNAL WEAPON

Weapon (any melee), uncommon

The glyphs of this weapon glow as your allies get closer. 3 times per day when a friendly creature within 5 feet of you rolls a d20, you can use a reaction to grant them a +1d4 to that roll. You must be wielding this weapon to use this effect.

CONTROLLING WEAPON

Weapon (any polearm), rare (requires attunement)

This polearm has the ability to keep foes out of reach of you with waves of force. While wielding this weapon whenever you make a shove attack, you can push them 15 feet rather than 5 feet thanks to your polearms force. 3 times per day whenever a creature enters your combat range, you can use a reaction to make a shove action against them with this weapon.



CRUSADER'S WEAPON

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

A common weapons used by high ranking clerics and paladins due to its many useful features. This weapon deals half of its damage as radiant damage. This weapon counts a holy symbol for casting spells as a paladin or cleric, and you can add this weapons enchantment bonus to spell attacks and damage. You also gain the use of an additional Channel Divinity per day.

CUNNING WEAPON

Weapon (any melee), rare (requires attunement)

The runes on this weapon makes any poison or oil applied to it much more useful. Whenever a creature that is hit with this weapon has to make a saving throw, they suffer a -1d6 penalty to their saving throw until the end of your turn.

DEATHSTALKER WEAPON

Weapon (any), uncommon

This weapons wounds are black and withered, and are difficult to heal as a result. This weapon deals an additional 1d4 necrotic damage.

DECEREBRATING WEAPON

Weapon (any hammer or mace), rare (requires attunement)

The enchantments on these weapons weaken the mind of creatures that are hit with it. Creatures who take damage from this weapon suffer a -1d4 penalty to Wisdom saving throws made until the end of their next turn. If you hit with a critical, they also make their Wisdom saving throws with disadvantage until the end of their next turn.

DEFENSIVE WEAPON

Weapon (any), uncommon (requires attunement)

The transmutation runes on this weapon allows it to assist with your armor when being defensive. While wielding this weapon when you take the Dodge action, you can add +2 to your AC until the end of your next turn, thanks to the weapon adding to your armor. You can't make opportunity attacks with this weapon if you use this feature.

DEMONBANE WEAPON

Weapon (any), rare (requires attunement)

This weapon emanates mist from the Astral sea, which repels demons. This weapon deals an additional 1d10 damage to demons. While wielding this weapon, you also can reduce any damage done by a demon to you by 1d10 as a reaction, as the mist surrounds you to protect you.

DESICCATING WEAPON

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

The enchantments on this weapons help to guide nimble weapons towards tendons and weak points of the body. When a creature is hit with this weapon, they suffer a -1 penalty to Constitution and Dexterity saving throws until they succeed on a DC 17 Constitution save at the end of their turn. This effect continues to stack until they make a successful Constitution save at the end of their turn.

DETERMINED WEAPON

Weapon (any thrown), rare, (requires attunement)

The runes of this weapon allow your determination to hit a target be carried into the weapon itself. When this weapon is thrown, it returns to the thrower at the end of your turn, if able. The weapons normal and long range increases by 5 feet for each +1 modifier you have for Strength or Dexterity (Wielder's choice). Once per day if this weapon misses after being thrown, you can choose to have it not return to you. At the start of the targets turn, make another thrown weapon attack with the missed weapon. Afterwards, the weapon returns to you.

DISTANCE WEAPON

Weapon (any ranged), uncommon

Weapons enchanted with these runes flash slightly when fired, granting additional force to their shots. Increase the normal range of this weapon by 15 feet and the long range by 30 feet.

DREAD WEAPON

Weapon (any), rare, (requires attunement)

This weapons design is intimidating, and thanks to the enchantments, the dread it brings can be forced upon foes. This weapon does an additional 1d6 psychic damage. Creatures who are hit by this weapon must make a DC 16 Wisdom saving throw. On a failed save, they suffer a -2 penalty to their AC, saving throws, and checks until the end of their next turn. Creatures who are immune to being frightened don't suffer this effect.

DYNAMIC WEAPON

Weapon (any melee), uncommon

Transmutation runes on this weapon allow it to take the form of other weapons, making this useful for adapting mid-fight. As a bonus action, you can transform this weapon into any other melee weapon. This can be ended as a bonus action, and the weapon returns to its original form.

EARTHBREAKER WEAPON

Weapon (axe, hammer, mace, war pick, or sling), rare

The magical nature of these weapons has negative effects on soil and earth. This weapon does critical damage against structures that are made with earthen materials, such as stone or brick. You can also cast *mold earth* 3 times a day while wielding this weapon. Creatures that are made of earth, such as Earth Elementals, Clay Golems, and Stone Golems, are considered to be vulnerable to damage from weapons with this enchantment.

ELUKIAN CLAY WEAPON

Weapon (any bow or crossbow), rare

These ranged weapons are made with enchanted clay from the Elemental Plane of Earth, and is surprisingly flexible. You can draw this weapon as a part of an action. Once per day, if you miss an attack with this weapon, you can reroll the attack with a +1d6 bonus to the attack roll. You must keep the new attack roll results.

SCRIBE'S NOTES

It's very odd to see stone bend like that. Such amazing creativity must have gone into the crafting of this weapon.



1. Feyslaughter weapon: 2. Flesh seeker

FARSLAYER WEAPON

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

What seems to be an ordinary weapon at first, when this is swung through the air, cuts appear beyond your normal reach. Whenever you make a melee attack with this weapon, you may extend the range of the weapon to target creatures within 10 feet. Weapons with reach can target creatures within 15 feet.

FEYSLAUGHTER WEAPON

Weapon (any), rare

A weapon designed to deal with Fey creatures and other creatures that tend to teleport. This weapon does an additional 1d6 damage to fey creatures. Creatures that are hit with this weapon must also make a DC 15 Intelligence saving throw. On a failed save, they cannot use any spell or ability that allows them to teleport until the end of their next turn.

FLANKING WEAPON

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

Weapon (any melee), rare (requires attunement)

These weapons grow more powerful as your allies draw closer. You are considered to be flanking a creature so long as you have an allied creature within 5 feet of you and are holding this weapon. If the allied creature also has a Flanking Weapon, increase your damage and attack rolls by +1d6 while you are within range of the allied creature.

FLESH SEEKER

Weapon (any light melee weapon), uncommon

Thanks to the enchantments, this thinner than usual weapon is easily able to slip through thick armored plates. 3 times per day when you hit a creature with this weapon, you can use a bonus action to gain a +1d4 bonus to your next attack against the same creature with this weapon.

FOOTPAD'S FRIEND

Weapon (any light blade), rare (requires attunement by a rogue)

The perfect weapon for the charming rogue, this weapon is as sharp as your smile. When you deal damage with your sneak attack, you can add your Charisma modifier to the damage rolls of this weapon.

FORCE WEAPON

Weapon (any), rare

This weapon shimmers with force as it is swung, giving hints to its powerful nature. You can change the damage type of this weapon to force damage, or back again. Once per day, when you hit a creature with this weapon, you can force them to make a DC 16 Strength saving throw. On failure, they are pushed 15 feet.

FORCEFUL WEAPON

Weapon (any bow), very rare

The sheer amount of energy that is put into every shot of this bow can push back foes. When a creature is hit with attacks from this weapon, they must make a DC 17 Strength check. On a failed save, they are pushed 5 feet.

GAMBLER'S WEAPON

Weapon (any light blade), uncommon

A blade that is popular amongst the very lucky, or the unlucky; it depends on who is telling the story. Whenever you make an attack with this weapon, you can choose to roll 1d6 -3. The result is added or subtracted from your damage and attack rolls until the end of your turn.

SCRIBE'S NOTES

I find that my spells are more reliable than any single weapon. Why anyone would trust such a fickle piece of enchanted steel is beyond me.

GHOST CHAIN WEAPON

Weapon (any ranged), legendary (requires attunement)

Ammunition fired from this ghostly weapon leaves behind a mist that can become a solid chain tied to the target. When this weapon hits, you may use a bonus action to cause the Ghost Chain to become tangible. The hit creature must make a DC 19 Dexterity saving throw. On a failed save, the chain attaches successfully to the creature. Once the chain is attached, any previous created chain fades away. You can end the Ghost chain at any time. When a Ghost Chain is attached to a creature, you may use a bonus action to do one of the following:

The attached creature must make a DC 20 Strength saving throw. On a failed save, you can pull them 15 feet towards you or knock them prone.

The attached creature must make a DC 20 Dexterity saving throw. On a failed save, they are restrained by the Ghost Chain until they make a DC 20 Acrobatics (Dexterity) check to escape at the end of their turn.

GRACEFUL WEAPON

Weapon (flail, any heavy blade, light blade, or spear), rare

The delicate and light nature of this weapon allows you to quickly react. Twice per day when a creature within range attacks you, you may use your reaction to make a single melee attack with this weapon.

GRASPING WEAPON

Weapon (any polearm), uncommon

The head of this weapon has a malleable feature that allows it to extend the reach of the wielders grab. You can use the range of the polearm when making a grab action, with the head of this weapon opening up to reach out and grab the target. The weapon can still be used to attack the grappled creature even while using this feature.

HEALING WEAPON

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

The thread of this ranged weapon is made of enchanted clerical bandages, and you can invoke their power. 5 times per day, you can use an action to cast the spell *cure wounds*, using the range of the weapon to cast it. (Wisdom is the modifier for the spell). You can expend additional charges of the bow to cast *cure wounds* at a higher level, one use per higher level. You must be wielding this weapon to use these features.

HOLY HEALER'S WEAPON

Weapon (quarterstaff, or mace), uncommon, (requires attunement by a spell caster)

This weapon is useful for healers who aren't afraid to be on the front lines as well. Add an additional 1d4 to all healing spells you cast while wielding this weapon.

IMPALING WEAPON

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

Weapons with this enchantment fire with such power that they can easily pierce through foes. Once per round, if you kill a creature with this weapon, you can make another ranged attack to a creature within 10 feet of the killed creature, as the ammunition pierces through to the other creature.

INESCAPABLE WEAPON

Weapon (any), uncommon (requires attunement)

Weapons with this enchantment causes the accuracy to increase with each miss. Whenever you miss an attack with this weapon, you gain a cumulative +1 bonus to attack rolls against the same target (Up to a +3). You lose this bonus if you hit the target, or attack a different target.



INSPIRING WEAPON

Weapon (any), uncommon

This is a weapon commonly used by bards or paladins who wish to lead their group. Once per day while wielding this weapon, you can grant all allies within 5 feet of you a bonus to attack and damage rolls equal to your Charisma modifier. This lasts until the end of each allies' turn.

JAGGED WEAPON

Weapon (any axe, heavy blade, or light blade), rare

The weapon is very jagged, pitted, and scarred, helping it to dig out flesh when it hits. Increase the critical hit range of the weapon by 1.

LEGENDARY WEAPON

Weapon (any), legendary (requires attunement)

A weapon both told with, and helps to tell, great legends of heroes. Whenever you score a critical hit with this weapon, you gain an extra action (you can only gain this bonus once per round). The critical range of this weapon is increased by 1. You can also cast *commune* once per day, and ask heroes of the past for advice.

LUCK LENDER

Weapon (any), legendary

A weapon that takes bad luck, and can turn it into good luck. Whenever you roll with disadvantage with this weapon, this weapon gains 1 charge. Whenever you roll a 1 on an attack roll with this weapon, this weapon gains 3 charges. There is no limit to the number of charges this weapon can store, however the number of charges within the weapon resets to 2 after a long rest. You can expend as many charges you would like. If you do, your next attack or damage roll with this weapon gains a bonus equal to the amount of charges expended within the last 24 hours.

LULLABY WEAPON

Weapon (flail, any hammer, mace, quarterstaff), uncommon

A weapon that is useful for bringing down foes into slumber so that you can escape. Once per day, when you hit a creature with this weapon, you can choose to cast the spell *sleep* on the hit creature instead of doing damage. The *sleep* spell only affects the hit creature.

MAGE'S WEAPON

Weapon (any blade), uncommon (requires attunement)

A weapon popular with war mages and eldritch knights, it allows the wielder to exchange magical power for physical power. You can choose to expend a spell slot of level one or higher to add a bonus to the damage roll equal to the level of spell slot burned to the next attack with this weapon.

MAULING WEAPON

Weapon (any hammer, mace, or heavy blade), rare

This weapon is useful for destroying and knocking down foes. This weapon does 1d6 additional damage against objects and constructs. 3 times per day when you hit a target with this weapon, you can force them to make a DC 15 Dexterity saving throw. On a failed save, they are knocked prone.

MEDIC'S WEAPON

Weapon (any), uncommon

A weapon common with paladins and clerics for the ability to use excessive divine energy for healing. While wielding this weapon, whenever you use a Channel Divinity, you can choose an ally within 15 feet of you, and they regain hit points equal to your Charisma modifier or Wisdom modifier (Wielder's choice).

MINDIRON WEAPON

Weapon (any bow or crossbows), very rare (Requires attunement)

An iron weapon that is typically wielded by Mind Flayer thralls, this weapons projects into mind and body. You can cause half the damage dealt by this weapon to do psychic damage. Twice per day, when you make an attack roll with this weapon you can force the target to make a Wisdom saving throw. Roll a standard attack. The creature must meet or succeed your attack throw vs. their Wisdom saving throw, or take the weapons damage as psychic damage on a failure.

SCRIBE'S NOTES

So few creatures seem to have defenses against assaults on the mind. The Illithid truly are quite dangerous for this reason.



1. Necrotic weapon; 2. Moradin's weapon

MORADIN'S WEAPON

Weapon (any hammer), legendary (requires attunement by a cleric or paladin)

This hammer is decorated with the All Hammers' symbols, and carries a very heavy weight. If you worship Moradin, or a similar god, you may use this weapon as a holy symbol for casting spells as a paladin or cleric, adding its enchantment bonus to spell attack and damage rolls. 3 times per day when you use this weapon to make an attack, you can slam the hammer on the ground and bring down Moradin's wrath down on foes. Choose any number of creatures within a 15 foot sphere focused on yourself. They must make a DC 21 Constitution saving throw. On a failed save, they take 4d6 radiant damage, or half as much on a successful save.

NECROTIC WEAPON

Weapon (any axe, heavy blade, or light blade), very rare (requires attunement)

This weapon creates very powerful wounds that tend not to heal. You can cause half the damage dealt by this weapon to be necrotic damage. Twice per day, when you hit a creature with this weapon you can force them to make a DC 18 Constitution saving throw. On a failed save, they gain vulnerability to necrotic damage until the end of your turn. This has no effect if the creature is immune to necrotic damage.

OATHBLADE

Weapon (any blade), uncommon (requires attunement)

A weapon that is commonly used by bounty hunters, who want to bring down a target. Once per day while wielding this weapon, you can cast *hunter's mark*.

OPPORTUNISTIC WEAPON

Weapon (any melee), uncommon

This enchantment speeds up your reaction time when an enemy chooses to flee. Twice per day, when you make an opportunity attack with this weapon equipped, you can attack twice.

OVERREACHING WEAPON

Weapon (any polearm), legendary

This weapon has the ability to extend out further than standard polearms. The reach of this weapon is 10 feet, making the total range of the weapon 15 feet. This weapon has 5 charges, and regains 1 charge at dawn. You can extend the range of the polearm even further, to a total of 30 feet. This effect lasts until the end of your turn.

PAIRED WEAPON

Weapon (any one handed melee weapon), uncommon

This weapon can suddenly become two in an instant. As a bonus action you can duplicate the weapon, or turn it back into a single weapon.

PARALYZING WEAPON

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

This ranged weapon has symbols of snakes and spiders on it, and venom drips from the ammunition fired from it. This weapon has 4 charges, and regains 1 charge at dawn. You can expend a charge to poison a single weapon attack with venom. This venom lasts 1 minute or until it hits a creature. On hit with this weapon, the creature must make a DC 18 Constitution saving throw. On a failed save, they are paralyzed. They can repeat this save at the end of their turns. Creatures immune to poison damage or being poisoned are immune to this effect.

PARRYING WEAPON

Weapon (any melee), uncommon (requires attunement)

This weapon allows its user to help deflect blows with ease, regardless of training. Once per day, when you are hit with a melee attack, you can use your reaction to roll 1d6. You can reduce the damage taken by the result. If you have the parry feature, you can use your superiority dice amount. You must be wielding this weapon to use this feature.

PIERCING WEAPON

Weapon (spear), rare (requires attunement)

This spear has been modified and enchanted in order to dig out a foe's flesh and leave them bleeding. Twice per day, when you hit a creature with this weapon, you can cause them to bleed. At the start of the target's turn, they take damage equal to your Strength or Dexterity modifier (your choice). This effect continues until they succeed a DC 15 Constitution saving throw at the end of their turn.

PINNING WEAPON

Weapon (any melee), uncommon (requires attunement)

Attacking with this weapon allows you to make sure foes don't flee. You can use the weapon to make a grapple as a part of an attack action.

POINT BLANK WEAPON

Weapon (any ranged), uncommon (requires attunement)

The enchantments of this weapon prevent close quarters actions against you. You don't have disadvantage on ranged weapon attacks for having a hostile creature within 5 feet of you when using this ranged weapon.



Poisoned
weapon

POISONED WEAPON

Weapon (any bow, crossbow, light blade, war pick, or spear), uncommon (requires attunement)

This weapon can be used in order to help weaken a foe. Once per day, when you hit with this weapon, you can force the target to make a DC 13 Constitution saving throw. On a failed save, they are poisoned until the end of their next turn.

PREDATORY WEAPON

Weapon (any), very rare (requires attunement)

This weapon can be used to bring down a single target very effectively. When you hit a creature with this weapon, you can put a predatory mark on the creature. Only one creature can have a predatory mark at a time. The marked creature takes an additional 1d8 damage from your weapon attacks and an additional 2d8 on critical hits.

PRIME SHOT WEAPON

Weapon (any ranged), uncommon

This weapon is enchanted with runes that reward the wielder for seeking out lonely foes and snipers. This weapon deals an additional 1d4 damage against hostile creatures who have no allies within 5 feet of them.

QUICK WEAPON

Weapon (any), uncommon (requires attunement)

This weapon can move with lightning fast speed thanks to the enchantments. Once per day, when you make an Attack action with this weapon, you can make an additional single attack on a creature within range.

RADIANT WEAPON

Weapon (any), very rare

This weapon burns with light, and can sear foes rather than wound them. You can convert all damage done by this weapon into radiant damage. This weapon also deals an additional 1d8 radiant damage on critical.

RECKLESS WEAPON

Weapon (any melee weapon), uncommon

The weapon prefers force rather than safety for its wielder. Once per day, you can make a reckless attack. Your first attack made with this weapon has advantage. All attacks against you until the start of your next turn also have advantage.

RENDERING WEAPON

Weapon (any axe), uncommon

Axes with this enchantment demand that once you have wounded a foe, that you finish them. When you make a critical attack with this weapon, you can make a second single weapon attack against them. This effect can only be used once per round.

REPROACHFUL WEAPON

Weapon (any melee), uncommon (requires attunement)

Strikes from these weapons tend to leave foes less likely to respond. Once per day, when you hit a creature with this weapon, they suffer a -1d4 penalty to their next attack roll.

RETRIBUTION WEAPON

Weapon (any melee), rare

This weapon demands vengeance against foes that have wounded you. Whenever you are hit by a critical attack by a creature, you deal an additional 2d6 damage against that creature for 1 minute. You must be wielding this weapon to use this feature.

RICOCHET WEAPON

Weapon (sling), rare (requires attunement)

Stones fired from this sling have a tendency to hit more than one foe. This weapon has 3 charges, and regains 1 charge at dawn. When you make a ranged attack with this weapon you can expend a charge and target another creature within 15 feet of the first target, making a second attack roll for this.



1. Shapechanger's Sorrow; 2. Rending weapon

RIGHTEOUS WEAPON

Weapon (any melee), rare (requires attunement)

This weapon is used in order to punish the wicked for their ways. Twice per day, when you hit with creature with this weapon, you can force them to make a DC 15 Wisdom saving throw. On a failed save, the creature is Incapacitated until the end of their next turn. If the creature is neutral evil or chaotic evil, the creature is instead Stunned until the end of their next turn.

SACRIFICIAL WEAPON

Weapon (any melee), uncommon (requires attunement)

This weapons demands something in exchange for its power. Whenever you hit a creature with this weapon, you can use a hit die in exchange for adding the amount rolled on the hit die to the damage of the attack.

SCALEBANE WEAPON

Weapon (any) uncommon

This weapon is a lesser version of a much more powerful enchantment, but nonetheless still useful against dragons. This weapon does an additional 1d4 damage against dragon type creatures.

SHADOW SPIKE

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

The runes and glyphs of this weapon are perfect for any assassins or rouges. This weapon has 7 charges, and regains 1d4+1 charges at dawn. While wielding this weapon, you can use an action to expend a number of charges to cast the following spells:

- 1 charge: *invisibility* on self
- 3 charges: *greater invisibility* on self
- 5 charges: *mislead*

SHAPECHANGER'S SORROW

Weapon (any axe or blade), rare

This weapon was meant to hunt down Doppelgangers, and other creatures that change their form. This weapon deals an additional 1d6 damage against any creature that is not in its original form. Once per day, when you hit a creature with this weapon, 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.

SKEWERING WEAPON

Weapon (war pick or spear), uncommon (requires attunement)

This weapon, when striking a foe, can leave behind a shard that can hold a foe in place. Once per day, when you hit a creature with this weapon, you can force them to make a DC 14 Strength saving throw. On a failed save, they are restrained until the end of their next turn.

SKYRENDER WEAPON

Weapon (any ranged), rare (requires attunement)

Typically found in areas where harpies are common, these enchantments are used to bring down flying foes. Whenever a flying creature is hit with this weapon, they must make a DC 17 Strength saving throw. On a failed save, their flying speed is halved until the end of their next turn. Once per day, when a flying creature is hit with this weapon and fails the saving throw, you can also cause the creature to fall 30 feet. If they hit the ground, they also fall prone, but suffer no fall damage.

SCRIBE'S NOTES

I try not to let my bias affect my notes when it comes to these items. Harpies are a rare exemption. Good riddance.

SNIPERS WEAPON

Weapon (any crossbow), rare

This crossbow is enchanted in order to allow it to fire as far as possible, and as accurate as possible. This weapon can fire at its long range without disadvantage. Once per day, you can also add your Wisdom modifier to attack rolls made with this weapon until the end of your turn.

SPLITTING WEAPON

Weapon (any flail), rare

This flail has the ability to split apart when it is swung, allowing for multiple hits. Twice per day, when you make an attack action against a target with this weapon, you can also target another creature that is within 5 feet of both you and the first creature with the same attack roll.

STAGGERING WEAPON

Weapon (any axe, flail, any hammer, any heavy blade, or mace), uncommon

The power of this weapon allows you to move opponents further away. Whenever you shove a creature while wielding this weapon, you shove them 10 feet rather than 5 feet. Once per day, when you hit a creature, you can also use a shove action.

STORMBOLT WEAPON

Weapon (any hammer, or spear), very rare (requires attunement)

This weapon pulses with electrical energy and can summon lightning down on your foes. This weapon deals an additional 1d6 lightning damage. Once per day, you can cast the *call lightning* spell with this weapon.

STOUT WEAPON

Weapon (any hammer, axe, mace, war pick, or quarterstaff), rare

This weapon is enchanted so that it can attack the nature of a creature's body, rather than their armor. Once per day, when you attack a creature with this weapon, you can have the creature make Constitution saving throw. Make a standard attack roll. The creature's saving throw must meet or exceed your attack roll or they take the weapons damage.

STRONGHEART WEAPON

Weapon (any melee), uncommon

The runes on this weapon can help your body overcome negative effects. 3 times per day, you can ignore the effects of being poisoned or paralyzed until the end of your turn. This does not end the condition. You must be wielding this weapon to gain this feature.

SUBTLE WEAPON

Weapon (any melee), uncommon (requires attunement)

This weapon looks ordinary, which helps its arcane effects take place when foes least expect it. Whenever you have advantage on attacks with this weapon, you can add 1d4 to damage rolls made with weapon.

SWIFTSHOT WEAPON

Weapon (any crossbow), uncommon

This weapons glyphs allow the wielder to move with unusual quickness. This weapon does not have the loading property. Twice per day, you can use a bonus action to make a single attack with this weapon.

TENACIOUS WEAPON

Weapon (any), legendary (requires attunement)

This weapon is well known for its dependability in battle. 5 times per day, you may attack with this weapon with advantage. This advantage cannot be canceled out by disadvantage. You must be wielding this weapon to gain this feature.

THIEVING WEAPON

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

The design of this weapon is part tool, part distraction. While attacking with this weapon, you can use a bonus action in order to make Dexterity (Sleight of Hand) check to steal something on the creature vs. the creature's natural perception, due to the blades distracting nature. You must have one hand free to use this feature.

THOUGHTSTEALER WEAPON

Weapon (any thrown weapon), rare

This weapon can not only harm a creature, but also allows you to read surface thoughts. When a creature is hit with this weapon, they must make a DC 15 Intelligence saving throw. On a failed save, you learn the answer to a yes or no question that the creature knows. If the creature doesn't know the answer, you learn nothing. This feature has no effect on creatures with lower than a 6 Intelligence score.

THUNDERBOLT WEAPON

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

This weapon enchants ammunition with energy, and can even fire lightning itself. You can cause all damage done by this weapon to be lightning damage. Once per day, you can cast *lightning bolt* with this weapon.

THUNDERGOD WEAPON

Weapon (any melee), rare (requires attunement)

Loud thunderclaps erupt from this weapon when it collides with an opponent. This weapon does an additional 1d6 thunder damage. When you take a Dash action, you can use a bonus action to make a single weapon attack against a creature with this weapon. On hit, they take an additional 2d6 thunder damage.



TIGERCLAW GAUNTLETS

Wondrous item, very rare (requires attunement)

This spiked gauntlet grants those who fight with fists to strike with the power and speed of a tiger. While wearing these gloves, whenever you make unarmed attacks, you can have the damage type be slashing rather than bludgeoning. Whenever you take a Dash action with these gloves equipped, increase your walking speed by 5 feet. Whenever you take a Dash action, you can use a bonus action to make 2 unarmed strikes against a single target.

TRANSFERENCE WEAPON

Weapon (any) rare

This weapon takes the sufferings that you are experiencing and can share it with foes. Whenever you are undergoing a status condition, if you hit a creature with this weapon, the creature also experiences that condition until the end of their next turn.

TRANSPOSING WEAPON

Weapon (any), very rare (requires attunement)

This weapon allows one to quickly move around the battlefield, as well as swap places with foes. This weapon has 2 charges, and regains 1 charge at dawn. While wielding this weapon you can expend a charge to do one of the following.

Cast *dimension door*

When you hit a creature with the weapon, swap places with the creature.

TRESPASSER'S BANE

Weapon (any melee), legendary (requires attunement)

This weapon will make a foe who attempts to flee you regret doing so. While wielding this weapon, whenever you make an opportunity attack, you can use an attack action against them, using the full amount of weapon attacks allowed. Any creature you hit with an opportunity attack with this weapon has their speed reduced by 10 feet per hit until the end of their next turn. If a creature's speed is reduced to zero as a result of the feature of this weapon, you knock them prone.

TYRANT WEAPON

Weapon (any melee), rare

This harsh looking weapon looks to capitalize on an enemies' weakness. Whenever a creature you hit is undergoing a status condition, this weapon does an additional 1d6 damage to that creature. Critical attacks against creatures undergoing a status condition are also knocked prone.

VAMPIRIC WEAPON

Weapon (any blade), rare (requires attunement)

This weapon draws the life from its victims and gives it to the wielder. All damage this weapon does is necrotic. Twice per day, when you make an attack with this weapon you can have the weapon cast *vampiric touch*, using the weapons attack roll for the spell attack.

VANGUARD WEAPON

Weapon (any melee), uncommon (requires attunement)

This weapon is favored by knights and fighters looking to charge to the front to protect allies. Once per day, when you make a dash action, all friendly creatures you come within 5 feet of while dashing gain a +2 bonus to their AC until the end of their next turn. You must be wielding this weapon to use this feature.

VENGEFUL WEAPON

Weapon (any melee), uncommon (requires attunement)

When an ally is being harried by the enemy, this weapon kicks into action to bring them down. 3 times per day while wielding this weapon, whenever a friendly creature within 10 feet of you takes damage, you can choose to use a reaction to gain a 1d4 bonus to attack and damage rolls against the attacker until the end of your next turn.



VOIDCRYSTAL WEAPON

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

A weapon made of a black crystal material, and enchanted to bring out the crystal's power. This weapon does an additional 1d6 force damage. This weapon has 3 charges, and regains 1 charge at dawn. When you hit a creature with an attack from this weapon, you can choose to expend a charge to cast *banishment* on the creature. (Save DC 18).

WATERBANE WEAPON

Weapon (any axe, any crossbow, any heavy blade, any light blade, or spear), rare

This weapon was created by Sea Elves in order to hunt down enemies of the ocean. You suffer no penalties for using this weapon underwater. This weapon gains a +1d6 bonus to attack and damage against creatures underwater.

WITHERING WEAPON

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

This weapon weakens the armor and resolve of foes that are hit with it. Every time a creature is hit with this weapon, their AC is reduced by 1. This feature stacks with multiple hits. They can remove this effect with a DC 17 Constitution saving throw at the end of their turn.

WOUNDING WEAPON

Weapon (any axe, any crossbow, any blade, or spear), uncommon (requires attunements)

This weapon is enchanted to be able to deal massive wounds to a creature. Once per day, when you attack with this weapon, you can choose to instead cast *inflict wounds*, using the weapons attack roll as the spell attack.

HOLY SYMBOLS

Holy symbols are objects used by Clerics and Paladins as a sign of their gods and goddesses. I have converted them into 5th edition, and changed the abilities around to fit the theme of each holy symbol.

SCRIBE'S NOTES

It is best to always have experts on hand for fields of study where one lacks knowledge. The study of the divine is one such field for me.

BLACK FEATHER OF THE RAVEN QUEEN

Holy symbol, rare (requires attunement by a cleric or paladin who worships the Raven Queen)

A black feather of a raven painted with the Raven Queen's symbol, this symbol allows you to protect the departed from undeath. 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 *gentle repose* instantly without spending a spell slot. This feature can be used once per day. You must be carrying this item to use these features.

COG OF ERATHIS

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

A blue metal cog that is the symbol of Erathis' will to create civilization. The power of this holy symbol allows you to protect others from forces against civilization. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. . Once per day while attuned to this item, you can cast *protection from energy* instantly without spending a spell slot. You must be carrying this item to use these features.

DRAGONSCALE OF BAHAMUT

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

A dragonscale shaped holy symbol displaying the symbol of the Dragon of Justice. This scale allows you to keep those who flee justice in place. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *hold person* instantly without spending a spell slot. You must be carrying this item to use these features.



EYE OF IOUN

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

An eye shaped holy symbol of the Goddess of Knowledge. This holy symbol allows you to understand all who come to you. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *tongues* instantly without spending a spell slot. You must be carrying this item to use these features.

FIST OF KORD

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

A fist shaped symbol of the God of battle. This symbol allows to summon an example of Kord's might. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *spiritual weapon* instantly without spending a spell slot. You must be carrying this item to use these features.

MASK OF MELORA

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

A holy symbol shaped like a leaf or shell, that carries the symbol of the Goddess of nature. This holy symbol allows you to bring the presence of Melora to a location. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *plant growth* instantly without spending a spell slot. You must be carrying this item to use these features.

MOON DISK OF SEHANINE

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

A blueish gray stone disk that carries the sign of the Moon God. Using the power of this symbol allows you to call upon the moon at any time. You can add this item's enchantment bonus to spell attack and damage rolls. Once per day while attuned to this item, you can cast *moonbeam* instantly, without spending a spell slot. You must be carrying this item to use these features.

MORADIN'S INDESTRUCTIBLE ANVIL

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

A metal, anvil shaped holy symbol of the father of the dwarves. This symbol can be used to find creations of god of artisans. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *locate object* instantly, without spending a spell slot. You must be carrying this item to use these features.

STAR OF CORELLON

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

A star shaped pendant that carries the mark of the God of Magic. You can call upon this symbol to remove dark magic from this world that is a blight to Corellon. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *dispel magic* instantly, without spending a spell slot. You must be carrying this item to use these features.

STONE OF AVANDRA

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

A round stone that is carved with the symbol of the Goddess of Luck. Using this stone can remove a cursed fate. You can add this item's enchantment bonus to spell attack and damage rolls. Once per day while attuned to this item, you can cast *remove curse* instantly, without spending a spell slot. You must be carrying this item to use these features.

SUN DISK OF PELOR

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

A stone disk decorated with the symbol of the God of the Sun. Pelor's power allows the warmth of the sun even in the darkest night. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *daylight* instantly, without spending a spell slot. You must be carrying this item to use these features.

SYMBOL OF ASTRAL MIGHT

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

This holy symbol shows depictions of the Astral Sea, and stands as a bulwark against the Elemental Chaos. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *detect magic* without having the spell prepared. You must be carrying this item to use these features.

SYMBOL OF BRILLIANCE

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

This holy symbol is an example of the guiding light of faith and the darkness of doubt. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. 3 times per day while attuned to this item, you can cast *blindness* without spending a spell slot. You must be carrying this item to use these features.



Symbol of brilliance

SYMBOL OF CENSURE

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

This holy symbol displays scenes of those who turn away their fate and are punished for doing so. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. 3 times per day while attuned to this item, you can cast *command* at 2nd level without spending a spell slot. You must be carrying this item to use these features.

SYMBOL OF CONFRONTATION

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

This holy symbol is used by Crusaders who seek to confront the enemies of their religion. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *protection from evil and good* without preparing the spell. You must be carrying this item to use these features.

SYMBOL OF DAMNATION

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

A very rare symbol and controversial holy symbol that depicts the suffering of non-believers. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. You are considered to have the spell *banishment* prepared at all times while attuned to this item. Whenever you cast the spell *banishment*, banished creatures take 1d8 radiant or necrotic damage (caster's choice) per turn. You must be carrying this item to use these features.

SCRIBE'S NOTES

There were calls to have this item destroyed. I'll be gods damned if I let them do that.

SYMBOL OF DEDICATION

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

Prayers and depictions of this holy symbol show the rewards of the faithful. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. You are considered to be under the effects of the *bles* spell and the *aid* spell. If these effects is dispelled, you regain it the following dawn. You must be carrying this item to use these features.

SYMBOL OF DIRE FATE

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

This holy symbol is called upon by those in dire straits. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. The first time you fall below zero hit points, make a DC 15 Constitution saving throw. If you succeed, you instead drop to 1 hit point instead. This feature can only be used once per day. You must be carrying this item to use these features.

SYMBOL OF DIVINE REACH

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

This holy symbol is shaped like out reaching hands, symbolizing the need to reach out to your god for assistance. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. You can increase the range of your ranged spells by 10 feet by using a bonus action while attuned to this item. You must be carrying this item to use these features.

SYMBOL OF DIVINITY

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

This symbol is called upon when you need the power of your deity to manifest. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day, as an action you can expend a 3rd level spell slot to regain the use of a Channel Divinity while attuned to this item. You must be carrying this item to use these features.

SYMBOL OF FREEDOM

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

This holy symbol represents the freedom that is granted and given by the deities. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *freedom of movement* instantly, without spending a spell slot. You must be carrying this item to use these features.



Symbol of good fortune

SYMBOL OF GOOD FORTUNE

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

This symbol tells it wielder that the divine will always have the side of the faithful. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can add an additional 1d4 to any spell attack roll. You must be carrying this item to use these features.

SYMBOL OF LIFEBONDING

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

Depictions of this symbol shows the sacrifice of the gods, and gives an example to follow. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *warding bond* instantly, without using a spell slot. You must be carrying this item to use these features.

SYMBOL OF MORTALITY

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

This symbol shows a representation of the soul, and how it needs to be protected. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you gain an additional use of Turn Undead. If you do not have Turn Undead, you gain the ability to use it. You must be carrying this item to use these features.

SYMBOL OF PENITENCE

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

This holy symbol is used by those who seek forgiveness of their deity. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day, when you take damage, you can use a reaction to regain 2d6 hit points. You must be carrying this item to use these features.

SYMBOL OF PERSEVERANCE

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

This symbol is carried by those who faith never wavers, even those close to death. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, when a friendly creature within sight falls below zero hit points, you can use a reaction to expend one of your hit dice, and allow the creature to regain that amount. You must be carrying this item to use these features.

SYMBOL OF RADIANT VENGEANCE

Holy symbol, legendary (requires attunement by a paladin)

This holy symbol is a representation of the wrath of your god or goddess. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. 3 times per day while attuned to this item, whenever you cast a *smite* spell, you can add an additional 2d6 radiant damage to the spell. You must be carrying this item to use these features.

SYMBOL OF RENEWAL

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

Typically carried by clergy that feel like their deity has given them a second chance. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. You are considered to have the spell *raise dead* prepared at all time. Once per week while attuned to this item,, you can ignore the component cost of the spell *raise dead*. You must be carrying this item to use these features.

SYMBOL OF REPROACH

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

This holy symbol tells of the dangers of going against the ways of the deities. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast the spell *bane* instantly, without spending a spell slot. You must be carrying this item to use these features.

SYMBOL OF RESILIENCE

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

Clergy who carry this symbol feel a resilience to keep their faith more strongly. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, when you are required to make a Constitution saving throw for concentration, you can roll with advantage. You must be carrying this item to use these features.

SYMBOL OF REVIVIFICATION

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

Through the power of the gods, heroes can be restored to life to fight in their name once more. This is the story engraved on this symbol of the faithful. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. You always have the spell *resurrection* prepared while attuned to this item. Once a month while attuned to this item, you can ignore the component cost of the *resurrection* spell, so long as the creature has been dead less than a year. Creatures restored with this feature also do not suffer the -4 penalty. You must be carrying this item to use these features.

SYMBOL OF SACRIFICE

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

Typically carried by only the most extreme of clergy, this holy symbol is an example of the sacrifices made by those of the faithful. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Whenever you deal damage to a creature with a spell, you can roll any number of d6 to deal damage to yourself as you draw your own life-force into the symbol. You deal additional damage with your attack equal to the amount of damage you dealt yourself. You must be carrying this item to use these features.



Symbol of shielding

SYMBOL OF SHIELDING

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

This holy symbol proves to the faithful that the gods watch over and protect their flock. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can cast *shield of faith* instantly, without spending a spell slot. You must be carrying this item to use these features.

SYMBOL OF SUSTENANCE

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

Clergy carry this symbol so they can continue their prayers despite any condition. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. 3 times per day while attuned to this item, you can choose to succeed on any concentration check made for your spells. You must be carrying this item to use these features.

SYMBOL OF THE WAR PRIEST

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

Carried by paladins and war priests, this symbol is a representation of both the mercy and wrath of your deity. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Whenever you cast a spell that deals damage to a creature, you can expend another spell slot of the same level to heal a creature within 15 feet the same amount of damage dealt. Whenever you cast a spell to heal hit points of a creature, you can expend a spell slot of the same level to deal damage to a creature within 15 feet equal to the amount healed. Spells that list they fully heal or kill a creature cannot be used for these features. You must be carrying this item to use these features.

SYMBOL OF VENGEANCE

Holy symbol, uncommon (requires attunement by a paladin)

This symbol explains that smites are an extension of your deities vengeance against their foes, and empowers your smites to follow that example. You can add this item's enchantment bonus to spell attack and damage rolls of cleric and paladin spells. Once per day while attuned to this item, you can add 1d6 to a *smite* spell's damage. You must be carrying this item to use these features.

ORB

In 4th edition, Orbs were spell casting implements meant for wizards. I have modified the orbs to also be used by sorcerers since they don't tend to have items meant for them. These orbs typically grant a once a day ability.

ORB OF ARCANE GENEROSITY

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

This magical orb is a prime example that not all spell casters are selfish. You can add this item's enchantment bonus to your spells attack and damage rolls. Whenever you cast a spell of 5th level or higher, all friendly creatures within 10 feet of you regain 2d4 hit points. You must be holding this item to gain these effects.

ORB OF AUGMENTED STASIS

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

An orb that can reach into the mind of creatures and hold them in place. You can add this item's enchantment bonus to spell attack and damage rolls. Once per day, you can channel your power through the orb to psychically hold them in place. Using an action, target a creature within 25 feet. The creature must make an Intelligence saving throw equal to your save DC. On a failed save, the creature is considered restrained until the end of their next turn as they are mentally held in place. You must be holding this item to gain these effects.

ORB OF COERCIVE DEMENTIA

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

This very powerful orb is used in duels against other magic users. You can add this item's enchantment bonus to your spells attack and damage rolls. Once per day, you can attempt to dig out the memories of a creature. Target a creature within 25 feet, and force them to make an Intelligence saving throw equal to your save DC. On a failed save, they lose the use of a spell slot of highest level for the creature, until the end of their next short or long rest, as you remove the memory of that spell from their mind. You must be holding this item to gain these effects.

SCRIBE'S NOTES

Obscene and powerful, the ability to remove one's memories. None the less useful, despite my feelings on the matter.

ORB OF CRIMSON COMMITMENT

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

Users of this orb are typically known to as blood mages, due to their usage of their bodies to enhance their spells. You can add this item's enchantment bonus to your spell attack and damage rolls. Whenever you cast a spell that requires an attack roll, you can draw your life force into the orb to enhance the spell. Using a bonus action, expend the use of any number of hit dice, rolling the die. Add the results of the roll to the attack and damage rolls of the spell. You must be holding this item to gain these effects.

ORB OF CRYSTALLINE TERROR

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

A green crystal orb that weakens the will of creatures who gaze upon it. You can add this item's enchantment bonus to your spells attack and damage rolls. Once per day, you can weaken the willpower of a creature trying to resist your spells. When a creature is attempting to make a Wisdom saving throw against your spell, you can use a bonus action to reduce their saving throw by 1d6. You must be holding to this item to gain these effects.



ORB OF DEBILITATING LANGUOR

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

An orb of shadowy colors that can slow your foes. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can further punish a creature with a weaker body. When a creature fails a Constitution saving throw against a spell you have casted, you can use a bonus action to reduce the creature's speed by 10 feet until the end of their next turn. You must be holding this item to gain these effects.

ORB OF DRAGONIC MAJESTY

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

A draconic shape seems to swirl around this orb, and can grant you the fearsome aura of a dragon. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell, you can appear as a dragon to that creature. Using a bonus action, you can force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, you appear as a dragon to the creature, and are frightened until they succeed on a Wisdom save at the end of their turns. You must be holding this item to gain these effects.

ORB OF FAR SEEING

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

Typically used by spell snipers, this orb allows you to hit further targets. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can use a bonus action to extend the range of a spell by 15 feet. You must be holding this item to gain these effects.

ORB OF FICKLE FATE

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

Both lights and shadows swirl around the inside of this orb. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can use the magic of the orb to change creature's fates. Using a bonus action, target 2 creatures within 25 feet of you. One creature gains a 1d4 bonus to their checks and attack rolls, and the other gains a -1d4 penalty to their checks and attack rolls until the end of their next turns. You must be holding this item to gain these effects.

SCRIBE'S NOTES

A curious object. Something that can so easily play around with the fates of creatures. A dangerous item in the wrong hands, for sure.

ORB OF HARMONIC AGONY

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

This orb when struck rings with a deep bass tone. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can enhance a sound to be even more powerful. Using a bonus action, when a creature take thunder damage from your spells, you can force them to make a Wisdom saving throw equal to your spell save DC. On a failed save, they are deafened until the end of their next turn. You must be holding this item to gain these effects.

ORB OF IMPENETRABLE ESCAPE

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

An orb of murky colors that shows images of your foes suffering from your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can foresee the suffering of your foes. Using a bonus action, the next time a creature is forced to roll a saving throw against your spell, you can force them to roll with disadvantage. You must be holding this item to gain these effects.

ORB OF INDEFATIGABLE CONCENTRATION

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

This crystal orb allows you to keep your focus regardless of the situation. You can add this item's enchantment bonus to your spell attack and damage rolls. Once 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. You must be holding this item to gain these effects.

ORB OF INESCAPABLE CONSEQUENCES

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

This orb is commonly found with Evocation mages with bad aim. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can re-aim your spells before it misses. Once per day, when you miss with a spell attack, you can target another creature in range and reroll the attack roll. You must be holding to this item to gain these effects.

ORB OF INSURMOUNTABLE FORCE

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

By channeling your spells through this orb, you can blow foes back. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can add additional force to your spells, and attempt to push them back. As a bonus action, when a spell hits, you can force the creature to make a Strength saving throw equal to your spell save DC. On a failed save, they are pushed 10 feet away from you. You must be holding this item to gain these effects.

ORB OF JUDICIOUS CONJURATION

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

This orb is common among the Conjurers of the world for its usefulness in that school of magic. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you cast a conjuration spell that requires concentration, you can double the duration of that spell. You must be holding this item to gain these effects.

ORB OF KARMIC RESONANCE

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

This orb can be used to help turn the fates to your side, but at a price. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can reverse the fate of a creature. When a creature within 25 feet of you succeeds a saving throw, you can choose to have that creature fail instead. When you use this feature, you automatically fail the next saving throw you make until your next long rest. You must be holding this item to gain these effects.

ORB OF MENTAL DOMINION

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

Popular with Illusion caster, this orb allows you to further trick foes with your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you cast an Illusion spell, you can enhance the power of that spell. Using a bonus action, you can force the targeted creature to make the saving throw with disadvantage. You must be holding this item to gain these effects.

ORB OF MIGHTY RETORT

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

This orb will make your foes think twice about attacking you again. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you are hit with an attack, you can use a reaction to cast a spell, targeting the creature that hit you. The spell must be of 5th level or lower. You must be holding this item to gain these effects.

ORB OF REVENANT MAGIC

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

This orb contains reserves of magic and provides them to the wielder when needed. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you missed or fail with a spell, you can use a bonus action to regain a spell slot of the level that missed or failed. You must be holding this item to gain these effects.

ORB OF SPATIAL CONTORTION

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

This orb is popular among the Evocation class, due to the effects that this orb has. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you cast an Evocation spell that targets an area, such as a cone or radius, rather than a single target, you can increase the effect of that spell by 5 feet. You must be holding on to this item to gain these effects.

ORB OF SUDDEN INSANITY

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

This orb enhances the effects of psychic abilities to cause madness on their victims. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you deal psychic, force, or thunder damage to a creature, you can use a bonus action to force the creature to make a Wisdom saving throw equal to your spell save DC. On a failed save, they must make a melee attack against a creature within range. You must be holding on to this item to gain these effects.

ORB OF SWEET SANCTUARY

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

This orb helps to ward off attacks made against you for a short time. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, as a reaction, you can gain the effects of the *sanctuary* spell until the end of your next turn. You must be holding on to this item to gain these effects.



ORB OF THE USURPER

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

This orb was once held by a mad wizard king, and his influence is still felt by those who wield this. You can add this item's 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 cast *dominate monster* on them, without spending a spell slot. You must be holding on to this item to gain these effects.

ORB OF ULTIMATE IMPOSITION

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

This orb has the ability to impose a punishment on foes. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you can use a bonus action to cause a creature within 25 feet to suffer a penalty to saving throws of your spells equal to your spell casting ability modifier. This effect lasts until the end of their next turn. You must be holding on to this item to gain these effects.

ORB OF UNINTENDED SOLITUDE

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

This dark and misty orb seems to show images of a dark landscape, giving a hint to its purpose. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature or creatures with a spell, you can use a bonus action to cast *banishment* at 6th level, without spending a spell slot. You must be holding on to this item to gain these effects.

ORB OF UNLUCKY EXCHANGES

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

This orb can transfer a fate of an ally to a foe. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, when you hit a creature with a spell, choose an ally within 25 feet of the creature who is suffering from the effects of poison, blinded, deafened, or frightened (choose one if multiple). The condition ends for your ally and transfers to the hit creature. You must be holding on to this item to gain these effects.

ORB OF WEAKNESS INTENSIFIED

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

An orb with swirling purple energy, spells channeled with this orb can weaken a creature. You can add this item's 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 cause them to suffer a -1d10 penalty to attack and saving throw rolls until the end of their next turn. You must be holding on to this item to gain these effects.

RODS

Rods in 4th edition are the casting implements of Warlocks. As such, I decided to keep this in place and give warlock some more options for magic items, while granting them abilities that either grant more spells or act as additional invocations.

SCRIBE'S NOTES

I acknowledge my female colleague, Moth, for her assistance with these findings. An odd one, but endlessly knowledgeable of warlocks and their patrons.

ADAMANTINE ROD

Rod, very rare (requires attunement by a warlock)

This black rod with a greenish sheen enhances your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. Spells casted using through this rod ignore damage resistances, but not immunity. You must be holding on to this item to gain these effects.

BLOODCURSE ROD

Rod, uncommon (requires attunement by a warlock)

This blood red rod allows you to channel your damage to your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. Whenever you take damage before your turn, you can add 1d4 to your next damage roll. You must be holding on to this item to gain these effects.

BLOODIRON ROD

Rod, very rare (requires attunement by a warlock)

This rod allows you to channel your fury towards your foes. You can add this item's enchantment bonus to your spell attack and damage rolls. While holding on to this rod, you have the spell *hellish rebuke* prepared. This rod has 3 charges, and regains 1 charge at dawn. You may expend a charge rather than expend a spell slot to cast the spell *hellish rebuke*.

FEYROD

Rod, legendary (requires attunement by a warlock of the Archfey pact)

The capricious nature of this rod reflects the nature of your patron. You can add this item's enchantment bonus to your spell attack and damage rolls. You can gain the use of Fey Presence up to 3 times per short or long rest. You can also use a bonus action to cause the Fey Presence to emanate from a creature you hit with a spell as the source. Wisdom saves made against this feature are made with disadvantage. You must be holding on to this item to gain these effects.

HELLROD

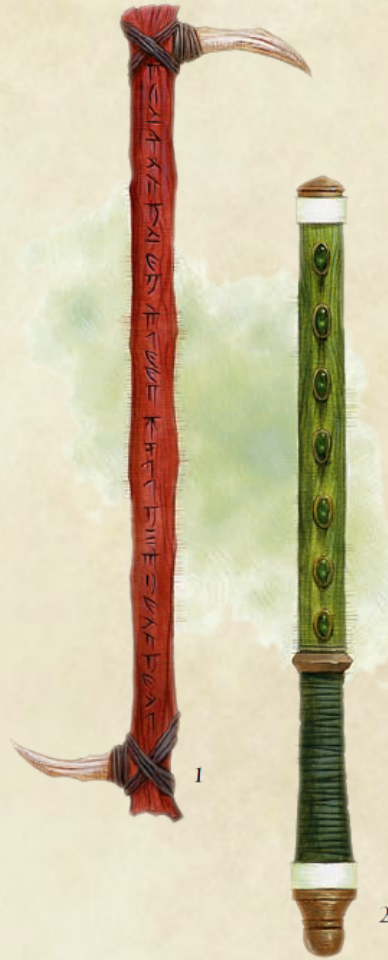
Rod, legendary (requires attunement by a warlock of the Fiend pact)

This rod radiates with infernal energy, drawing more power from your patron. You can add this item's enchantment bonus to your spell attack and damage rolls. Double the amount of hit points regained from the Dark One's Blessing Feature. You also gain an additional choice of damage resistance for the Fiendish Resistance feature. You must be holding on to this item to gain these effects.

LIFESAPPER ROD

Rod, rare (requires attunement by a warlock)

This rod changes your spells to also heal you as you slay your foes. You can add this item's enchantment bonus to your spell attack and damage rolls. Whenever you hit with a spell of 1st level or higher, you can use a bonus action to regain hit points equal to your Charisma modifier. You must be holding on to this item to gain these effects.



1. Bloodcurse rod; 2. Lifesapper rod

MERCURIAL ROD

Rod, uncommon (requires attunement by a warlock)

This rod changes the nature of your hexes to suit your needs. You can add this item's enchantment bonus to your spell attack and damage rolls. You can use a bonus action to cause the spell *hex*'s additional damage to change to a penalty to attack rolls made by the affected creature. You can use a bonus action to change it back to additional damage. You must be holding to this item to gain these effects.

QUICKCURSE ROD

Rod, uncommon (requires attunement by a warlock)

This rod allows you to quickly transfer your curses from one to another. You can add this item's enchantment bonus to your spell attack and damage rolls. When a creature affected by your *hex* spell drops to zero hit points, you can transfer the *hex* to another creature as a reaction rather than a bonus action. You must be holding on to this item to gain these effects.

ROD OF BLASTING

Rod, uncommon (requires attunement by a warlock)

This rod depicts symbols of tombstones, implying where you intend to send those who oppose you. You can add this item's enchantment bonus to your spell attack and damage rolls. You can change the damage type of the spell *eldritch blast* to necrotic damage. You must be holding on to this item to gain these effects.

ROD OF BRUTALITY

Rod, rare (requires attunement by a warlock)

This glass rod pushes you to deal more damage. You can add this item's enchantment bonus to your spell attack and damage rolls. Reroll any 1s you roll for damage of your spells. You must be holding on to this item to gain these effects.

ROD OF CURSED HONOR

Rod, uncommon (requires attunement by a warlock)

This rod protects you as you curse your opponents. You can add this item's enchantment bonus to your spell attack and damage rolls. Whenever you cast *hex* on a creature or move the *hex*, you gain a 1d4 bonus to Constitution and Wisdom saving throws until the end of your next turn. You must be holding on to this item to gain these effects.

ROD OF FEYTHORNS

Rod, rare (requires attunement by a warlock)

A rod formed from a strange root, poison seeps from this rod and enhances your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. This rod has 3 charges, and regains 1 at dawn. When you hit a creature with a spell, you can use a bonus action to expend a charge and force the creature to make a Constitution saving throw equal to your spell save DC. On a failed save, they are poisoned until the end of their next turn. You must be holding on to this item to gain these effects.

ROD OF MALIGN CONVEYANCE

Rod, uncommon (requires attunement by a warlock)

A smoky crystal rod that allow you to teleport as a part of your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. When you cast a spell, you can use a bonus action to teleport 10 feet to a spot that you can see, and is unoccupied. You must be holding on to this item to gain these effects.

ROD OF MINDBENDING

Rod, rare (requires attunement by a warlock)

This rod targets the weak mind of your foes with your spells. You can add this item's enchantment bonus to your spell attack and damage rolls. You can change the damage type of your *eldritch blast* to psychic damage. You must be holding on to this item to gain these effects.

ROD OF STARLIGHT

Rod, rare (requires attunement by a warlock)

This rod changes your *eldritch blasts* into shooting stars. You can add this item's enchantment bonus to your spell attack and damage rolls. You can use a bonus action to change the spell *eldritch blast* into *magic missile*. The *magic missile* spell still keeps the effects of the Eldritch Invocations that apply to *eldritch blast*. You must be holding on to this item to gain these effects.

ROD OF THE BLOODTHORN

Rod, very rare (requires attunement by a warlock)

This rod requires blood from both its wielder and their foes. You can add this item's enchantment bonus to your spell attack and damage rolls. You can expend any number of hit dice, rolling the hit die to add to the damage of a spell. If you have expended the last of your hit dice with this feature, you regain hit points equal to the damage dealt. You must be holding on to this item to gain these effects.

ROD OF THE CHURNING INFERNO

Rod, rare (requires attunement by a warlock)

This rod enhances the fire that is casted and causes it to stay longer. You can add this item's enchantment bonus to your spell attack and damage rolls. When you hit a creature with a fire damage spell, they must make a Constitution saving throw equal to your spell save DC. On a failed save, they take 2d4 fire damage at the start of their turn until they spend an action to put it out. You must be holding on to this item to gain these effects.

ROD OF THE DRAGONBORN

Rod, uncommon (requires attunement by a warlock)

This rod is formed from dragon parts and can call upon their power. You can add this item's enchantment bonus to your spell attack and damage rolls. You can cast the spell *dragons breath* while attuned to this item. You must be holding on to this item to gain these effects.

ROD OF THE FEYWILD

Rod, rare (requires attunement by a warlock)

This rod is formed from exotic woods from the Feywild, and allows you to teleport like a Fey. You can add this item's enchantment bonus to your spell attack and damage rolls. Once per day, you may use your movement to teleport rather than walk. The spot must be unoccupied, and you must be able to see it. You must be holding on to this item to gain these effects.

ROD OF THE HIDDEN STAR

Rod, rare (requires attunement by a warlock of the Great Old One pact)

Formed from stone from the Far Realms, this rod can enhance your pact with creatures from that distant plane. You can add this item's enchantment bonus to your spell attack and damage rolls. Your Awakened Mind feature's range is now 60 feet. Your *eldritch blast* now does psychic damage. You must be holding on to this item to gain these effects.

ROD OF THE INFERNAL

Rod, rare (requires attunement by a warlock with the Fiend pact)

Spells granted to you by your patron now have the power of fiends behind it. You can add this item's enchantment bonus to your spell attack and damage rolls. When you cast spells from the Fiend Expanded Spell list, add an additional 1d8 damage to them. You must be holding on to this item to gain these effects.



1. Rod of the sorrowsworn;
2. Rod of the churning inferno

ROD OF THE SHADOW WALKER

Rod, uncommon (requires attunement by a warlock)

This gloom-shrouded rod helps to protect you from those you have cursed. You can add this item's enchantment bonus to your spell attack and damage rolls. Creatures who are under the effects of your *hex* spell consider you to have 1/2 cover. You must be holding on to this item to gain these effects.

ROD OF THE SORROWSWORN

Rod, very rare (Requires attunement by a warlock with the Hexblade pact)

A rod made from sorrowsworn bones, this rod draws power from the plane of your patron. You can add this item's enchantment bonus to your spell attack and damage rolls. Creatures under the effect of your Hexblades Curse suffer a -1d6 penalty to their AC and attack rolls. You must be holding on to this item to gain these effects.

ROD OF THE STAR SPAWN

Rod, legendary (requires attunement by a warlock)

This rod draws power from Star Spawn, entities from the far realms, who wield great and terrible powers. You can add this item's enchantment bonus to your spell attack and damage rolls. Your spell attacks critical range is increased by 2. You must be carrying this item to use these features.

ROD OF VULNERABILITY

Rod, very rare (Requires attunement by a warlock)

This rod makes your *hex* even more powerful. You can add this item's enchantment bonus to your spell attack and damage rolls. Creatures under the effects of your *hex* spell are considered vulnerable to the damage of your cantrip spells. You must be holding on to this item to gain these effects.

STAR ROD

Rod, legendary (requires attunement by a warlock)

Made from meteorites, you can use this rod to call upon the heavens to fall on your foes. You can add this item's enchantment bonus to your spell attack and damage rolls. You may choose the spell *meteor swarm* for a 9th level Mystic Arcanum. You must be holding on to this item to gain these effects.

VICIOUS ROD

Rod, uncommon (requires attunement by a warlock)

This rod empowers the effects of your curse to be more deadly. You can add this item's enchantment bonus to your spell attack and damage rolls. Creatures under the effect of your *hex* spell take an additional 1d8 rather than 1d6. You must be holding on to this item to gain these effects.

STAFFS

When it came to converting the staffs of 4th edition, I decided to go with the theme of the item rather than its original purpose as staffs were Wizard implements before.

ARCHITECT'S STAFF

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

A very stylized staff that can be used both defensively or for construction. This staff has 5 charges, and regains 1 charge at dawn. While holding the staff, you can use an action to expend a number of charges to use the following effects:

- 1 charge: You can cause a 10 area of difficult terrain to become normal.
- 2 charges: You create a 10 foot wide, 8 foot tall, and 3 inches wide wall of wooden planks to appear. The wall has an AC of 15 and 15 hit points. Destroying the wall creates difficult terrain. The wall still stand on its own accord, as it planted 2 feet into the dirt. This wall will not appear if the area is occupied or if there isn't enough dirt for it to appear from.

SCRIBE'S NOTES

The applications of magic never ceases to amaze me. Imagine the applications for this staff. A benefit to both adventurer and the common man.

DEFENSIVE STAFF

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

This staff has a metal coating and symbols of shields across it. This staff has 5 charges, and regains 1 charge at dawn. While holding the staff, you can expend a number of charges to cast the following spells:

- 1 charge: *shield*
- 2 charges: *barkskin*

DESTINY STAFF

Staff, legendary (requires attunement by a bard, cleric, warlock or wizard)

A staff decorated with a ravens head with diamond eyes, this staff can change your fate, and protect you. This item has 10 charges, and regains 1d4 + 4 charges at dawn. While holding the staff, you can expend a number of charges to use the following effects:

- 1 charge: Reroll any 1's from a damage roll made on your turn.
- 2 charges: Gain a 1d6 bonus to damage, attack, or check roll.
- 3 charges: Reroll any attack or ability check. Keep the results of the second roll.
- 5 charges: If a creature succeeded on a saving throw against your spell, you can force them to fail instead.

EARTHROOT STAFF

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

A staff that seems to be made from a hollow root, with crusted earth and stone at the top. This staff has 3 charges, and regains 1 charge at dawn. While holding the staff, you can expend a number of charges to cast the following spells:

- 1 charge: Cast *entangle*
- 2 charges: Cast *earth tremor* at 2nd level
- 3 charges: Cast *Maximillian's earthen grasp*

FORCE STAFF

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

This staff is made of crystals, and seems somewhat difficult to hold for some reason or another. This staff has 3 charges, and regains 1 at dawn. While holding the staff, you can expend a number of charges to use the following effects:

1 charge: As a reaction, whenever a creature comes within 10 feet of you, you can force them to make a DC 13 Strength saving throw, or push them 10 feet away from you with a blast of force energy.

3 charges: As an action, you can channel all the energy of the staff into a single point. Make a spell attack roll against a creature within 10 feet. On hit, they take 3d8 force damage, are pushed 10 feet, and must make a DC 13 Dexterity saving throw or be knocked prone.

FEYSWARM STAFF

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

The staff is actually a nest for Feymites, a beetle native to the Feywild. They crawl along the staff, but avoid your hand. This staff has 3 charges, and regains 1 charge at dawn. While holding the staff, you can expend a number of charges to cast the following spells:

- 1 charge: Cast *infestation*
- 2 charges Cast *sleep* as the Feymites' bites can cause drowsiness.

SCRIBE'S NOTES

Make sure to pack this separately in an iron crate please? These damnable beetles keep making nests with the wooden ones.

MNEMONIC STAFF

Staff, uncommon (requires attunement by a spell caster)

This staff's runes assist with the recalling of memories and arcane secrets. While holding this staff, you gain a 1d4 bonus to any check related to recalling information you have read or heard in the past, such a book about dragons in the region. Once per day, you can use this staff to cast *detect magic*.

QUICKENING STAFF

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

Users of this staff are famous for their ability to cast multiple spells seemingly at once. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff, you can expend a number of charges to use the following effects:

1 charge: You can cast a cantrip spell as a bonus action, even if you have casted a spell as an action on the same turn. If you do, you suffer a -1d6 penalty to your attack rolls next turns, as the magic of the staff does drain your stamina somewhat.

3 charges: You cast the spell *haste*, without concentration. However, once the spell has ended, you also suffer from the lethargy effects of the spell.

RELIABLE STAFF

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

This staff is commonly used by battle clerics, war mages, and eldritch knights thanks to its ability to preserve magic in a fight. 3 times per day, if you miss with a spell attack of a 5th level or lower spell, you can choose not to expend that spell slot. You must be holding this staff to gain this effect.

STAFF OF ACID AND FLAME

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

This metal staff seems to shift from looking burned to acid-scored at will, giving hints to its powers. While attuned to this staff if you cast a fire or acid damage spell, you can change fire damage to acid, or acid damage to fire. This staff has 4 charges, and regains 1 charge at dawn. While holding this staff, you can expend a number of charges to use the following effects:

1 charge: You cast *chromatic orb*, however you can only choose acid or fire damage.

2 charges: As a reaction, you can gain resistance to either fire or acid damage. until the end of your next turn.

STAFF OF CORROSION

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

This jade inlaid staff is made of twisted silver, and has the power to devour the flesh of foes. This staff has 5 charges, and regains 1 charges at dawn. While holding this staff, you can expend any number of charges to use the following effects:

1 charge: You cast *Melf's acid arrow* at 3rd level.

2 charges: You can change the damage type of any spell you cast to acid damage.

3 charges: When you cast a spell attack that does acid damage, you roll the attack with advantage.

STAFF OF ELEMENTAL PROWESS

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

This staff is enchanted to harness the powers of the Elemental Chaos and channel it into your spells. While holding this staff, any spell that deals fire, cold, lightning, or acid damage deals an additional 1d4 damage. Once per day, when you are hit with a spell that deals fire, cold, lightning, or acid damage, you can use a reaction to gain resistance to that damage type until the end of your next turn.



STAFF OF GATHERING

Staff, rare (requires attunement by a spell caster)

A twisted wood rod with a smoky crystal orb at the top, this staff helps to protect you from energy based attacks and empowers your owns as a result. While holding this staff, if you are hit with an attack that does fire, force, lightning, necrotic, or radiant damage, you can gain resistance to that damage type until the end of your next turn. If you use this feature, your next spell attack casted through this staff gains a 1d10 bonus to attack and damage rolls. This feature can be used 3 times per day, and if used more, there is a 50% chance the staff explodes and deals 2d10 force damage to you.

STAFF OF LIGHT

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

This staff is blessed to bring light to the darkness and help ward off undead. This staff has 3 charges, and regains 1 charge at dawn. While holding the staff, you can expend any number of charges to use the following effects:

1 charge: Cast *daylight* on the staff.

2 charges: When you hit an undead creature with a weapon attack or spell, you can increase the damage by 2d6 radiant damage.

STAFF OF MISSILE MASTERY

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

A dark oak staff that helps to empower a very famous spell among spell casters. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff as you cast *magic missile*, you can expend 1 charge and add your spell casting modifier to each *magic missile* bolts damage.

STAFF OF RUIN

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

A staff formed from the stone of ancient ruins, this staff helps to bring the destruction of time to their spells. This spell has 3 charges, and regains 1 charge at dawn. While holding this staff, you can expend 1 charge to reroll any 1s rolled in a spells damage roll.

STAFF OF SEARING DEATH

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

This wooden staff brings the fury of lava to your fire spells. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff, you can expend a number of charges to use the following effects:

1 charge: As a bonus action, when you cast a fire damage spell, you can increase the damage by 1d6

3 charges: Cast *fireball*

STAFF OF THE IRON TOWER

Staff, legendary (requires attunement by a spell caster)

A seemingly ordinary iron staff that is decorated to appear as a castle tower is, in fact, a bastion for your mind. While holding this staff, you cannot be charmed, frightened, or can't be magically put to sleep. Any Wisdom or Intelligence saving throws made are made with advantage. Your mind can't be read against your will while holding this staff. You also gain resistance to psychic damage.



1. Staff of searing death; 2. Staff of unparalleled vision

STAFF OF SPECTRAL HANDS

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

A very useful staff for scribes, shop keepers, or anyone who needs an extra set of hands or three. While you are holding this staff, if you cast the spell *mage hand*, you summon a number of hands equal to the your spell casting modifier. You can use an action to control every hand at once or one at a time. You can also dismiss each hand individually or all at once as an action.

SCRIBE'S NOTES

A personal favorite of mine. Organizing and sorting these items has never been so much easier than with this staff.

STAFF OF TRANSPOSITION

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

This staff is often found in the hands of a War mage who wishes to manipulate their spells away from allies. This staff has 4 charges, and regains 1 charge at dawn. While holding this staff, if you cast a spell that targets an area rather than a single target, you can expend a charge and choose any number of creatures in the affected area. They are not affected by the spells effects.

STAFF OF ULTIMATE DEFENSE

Staff, uncommon (requires attunement by a spell caster)

This sturdy wooden staff helps to protect its wielder. While holding this staff, your AC increases by 1. Once per day, you can use this staff to cast *shield*, however you lose the +1 AC bonus of holding this staff until your next long rest.

STAFF OF UNPARALLELED VISION

Staff, uncommon (requires attunement by a spell caster)

Typically a staff that is carried by spell snipers, this staff allows you to extend the range of spells by peering through the crystal at the top. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff, when you cast a ranged spell, you can expend a charge to increase the range of the spell by 15 feet.

STRIKING STAFF

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

A steel staff that is actually meant for self defense more than spell casting. This staff is considered to be a +2 quarterstaff that is under the effects of the *shillelagh* spell at all times.

UTILITY STAFF

Staff, uncommon (requires attunement by a spell caster)

This staff is useful for increasing the range of non-harmful spells. This staff has 3 charges, and regains 1 charge at dawn. While holding this staff, if you cast a ranged spell that has no damage rolls, you can expend a charge to extend the range of the spell by 20 feet.

WANDS

Much like staffs, wands are considered to be a Wizard implement rather than universal item, so I went with the spirit of the item rather than a direct conversion for 5th edition. There are several wands that cast cantrips now and don't have a risk of breaking.

ASSURED WAND OF FROSTBURN

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

This wand of deep blue color recalls images of an iceberg. This wand has 5 charges. While holding this wand, you can use an action to expend a charge to cast *ice storm* (save DC 18). You can expend additional charges to increase spell level of the spell by one each. This wand regains 1d4 charges at dawn. If you expend the last charge of this wand, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

ASSURED WAND OF HOWL OF DOOM

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

This wand is crafted from the bones of Howlers, and can draw upon their screams to cause fear. This wand has 5 charges. While holding this wand, you can use an action to expend a charge to cast *fear* (save DC 18). This wand regains 1d4 charges at dawn. if you expend the last charge of this wand, roll a d20. On a 1, this wand crumbles to dust and is destroyed.

FLAME WAND

Wand, uncommon (requires attunement by a spell caster)

A wand that is considered to be a lesser version of the Wand of Fireballs. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *scorching ray*. This wand regains 1 charge at dawn. If you expend the last charge of this wand, roll a d20. On a 1, this wand crumbles to ash, and is destroyed.

HELLFIRE WAND

Wand, uncommon (requires attunement by a spell caster)

This wand seems to pull hellfire from thin air in response to the wielders pain. This wand has 3 charges. While holding this wand, you can use a reaction to expend a charge to cast *hellish rebuke* (save DC 13). You can expend additional charges to increase the spell level of the spell. This wand regains 1 charge at dawn. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to ash and is destroyed.

MASTER'S WAND OF CLOUD OF DAGGERS

Wand, uncommon

This wand itself is in the shape of a long and thin dagger, giving hints to its powers. This wand has 3 charges. While holding this wand, you can use an action to expend a charge and cast *cloud of daggers*. This wand regains 1 charge at dawn.

MASTER'S WAND OF DIRE RADIANCE

Wand, uncommon

This golden wand shines with light whenever it is used. This wand has 3 charges. While holding this wand, you can use an action to expend a charge and cast *sacred flame* (save DC 13). This wand regains 1 charge at dawn.

MASTER'S WAND OF ELDRITCH BLAST

Wand, uncommon

This wand seem to pull energy from a dark plane in order to damage foes. This wand has 3 charges. While holding this wand, you can use an action to expend a charge and cast *eldritch blast* (+3 to spell attack). This wand regains 1 charge at dawn.

MASTER'S WAND OF EYEBITE

Wand, legendary

A wand made a sickly looking wood that seems to emanate with deadly energy. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *eyebite* (save DC 19). This wand regains 1 charge at dawn.

MASTER'S WAND OF MAGIC MISSILE

Wand, uncommon

A modified version of the Wand of Magic Missile that is made to last. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *magic missile*. This wand regains 1 charge at dawn.

MASTER'S WAND OF RAY OF FROST

Wand, uncommon

This cold metal wand emits rays of cold magic when used. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *ray of frost* (+3 to spell attack). This wand regains 1 charge at dawn.

MASTER'S WAND OF SCORCHING BOLTS

Wand, uncommon

This wand is scorched at the end of it due to its many uses. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *fire bolt* (+3 to spell attack). This wand regains 1 charge at dawn.

PRECISE WAND OF COLOR SPRAY

Wand, rare (requires attunement by a spell caster)

This wand of rainbow color can spray out colors to blind creatures. This wand has 4 charges. While holding this wand, you can use an action to expend a charge to cast *color spray*. This wand regains 1 charge at dawn. You can expend additional charges to increase the spell level of the spell. This wand regains 1 charge at dawn. If you expend all the charges of this wand, roll a d20. On a 1, this wand crumbles to sand and is destroyed.



Thunder wand

THUNDER WAND

Wand, uncommon

A sturdy iron wand that can release powerful waves of sound. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *thunderwave* (save DC 14). This wand regains 1 charge at dawn. If you expend the last charge of this wand, roll a d20. On a 1, the wand crumbles to iron sand and is destroyed.

WAND OF COLD

Wand, uncommon (requires attunement by a spell caster)

Frost covers the tips of this iron wand, giving hints as to its powers. This wand has 3 charges. While holding this wand, you can use an action to expend a charge to cast *ray of frost*. This wand regains 1 charge at dawn. If you expend the last charge of this wand, roll a d20. On a 1, the wand crumbles to snow and is destroyed.

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.

ANGELSTEEL SHIELD

Armor (shield), rare (requires attunement)

A shield that displays symbols of angel wings on the front, this shield flares to protect your allies. While wielding this shield, you can use a bonus action to cause the front of the shield to shed torch light. Twice per day, when a creature within 5 feet of you is targeted by an attack, you can use a reaction to increase that creature's AC by 1.

BATTLEFORGED SHIELD

Armor (shield), uncommon

A shield made with a mix of dwarven and draconic methods, this shield can aid those who are wounded. While wielding this shield you use the following feature:

Once per day, when an ally within 5 feet of you takes damage, you can use a reaction to heal them 1d6 hit points.

BLOODGUARD SHIELD

Armor (shield), uncommon (requires attunement)

This bronze shield glows red when you are hit with a strong attack. While wielding this shield, if you take a critical hit, you can use a reaction to gain resistance to that attack. You can only use this effect once per day.

BLOODSHORED SHIELD

Armor (shield), rare (requires attunement)

A shield that seems to have bloodstains that shift each day. This shield has 2 charges, and regains 1 charge at dawn. While wielding this shield, you can use a reaction to expend a charge to use the following feature:

As a reaction, when a creature within 5 feet of you would take damage, you can reduce the damage by 1d6.

BLOODSOAKED BRACERS

Wondrous item, rare (requires attunement)

These leather bracers absorb your blood and feeds back power to you. While wearing these bracers, if you take damage during a round, you can increase your next damage roll by 1d4.

BLOODSOAKED SHIELD

Armor (shield), rare (requires attunement)

A wooden shield that draws your blood between its planks to help protect you. While wielding this shield, if you take damage during the round, increase your AC by 1 until the start of your next turn.

BLOODTHIRST BRACERS

Wondrous item, uncommon (requires attunement)

These metal bracers are inlaid with a crystal that helps to draw out more damage from attacks. While wearing these bracers, you can use the following feature once per day:

When you deal damage to a creature, you can add your Constitution modifier to the damage.

BRACERS OF BOLD MANEUVERING

Wondrous item, rare (requires attunement)

These metal cuffs enchantment encourage you move into enemy territory. While wearing these bracers, you gain a +2 bonus to AC for opportunity attacks made against you.

BRACERS OF INFINITE BLADES

Wondrous item, rare (requires attunement)

These leather bracers have slots in them to draw what seems to be an endless supply of throwing knives from. While wearing these bracers, you can draw a +1 magic dagger that disappears at the end of your turn. The daggers can be redesigned to look like any light thrown weapon, such as throwing stars or darts, but keep the same damage and stats of the +1 magic daggers.

SCRIBE'S NOTES

Some of the workers were caught playing target practice using these. Interesting to see the applications, but I put a stop to the games in the end.

BRACERS OF IRON ARCANA

Wondrous item, very rare (requires attunement)

These simple looking bracers are very popular among spell casters thanks to the extra defense they offer. While wearing these bracers, you can add your Intelligence, Wisdom, or Charisma modifier (wielder's choice) to your AC.

BRACERS OF MENTAL MIGHT

Wondrous item, uncommon

The words "mind over matter" are inscribed in elven on these metal cuffs. Once per day, when you make a Strength attack, check, or saving throw, you can use your Intelligence, Wisdom or Charisma modifier (wielder's choice) in place of your Strength modifier for the roll. You must be wearing these bracers to use this effect.

BRACERS OF REJUVENATION

Wondrous item, rare

These bracers pulse with a faint red light when you are resting. While wearing these bracers, when you expend hit dice during a short rest, you can double your Constitution modifier to the hit dice rolls.

BRACERS OF RESPITE

Wondrous item, uncommon (requires attunement)

Commonly worn by clerics, these cloth bracers help to spread healing further. While wearing these bracers, you can use the following feature once per day:

Whenever an allied creature within 5 feet of you regains hit points, you can heal yourself or another friendly creature within 5 feet 1d6 hit points.

BRACERS OF TACTICAL BLOWS

Wondrous item, rare (requires attunement)

These dragonscale bracers make your opportunity attacks more powerful. While wearing these bracers, you can use the following feature 3 times per day:

Whenever you hit with an opportunity attack, you can add an additional 1d6 to the damage roll.

BRACERS OF WOUND CLOSURE

Wondrous item, rare (requires attunement)

When you are wearing these copper bracers and take damage, they will glow and attempt to heal you. Once per day while wearing these bracers, you can cast *cure wounds* on yourself as a reaction (Wisdom is the modifier for the spell).

BREACH BRACERS

Wondrous item, uncommon (requires attunement)

Iron spikes surrounding these bracers are enchanted in order to deal more damage to foes that are too close to you. While wearing these bracers, any creature that grapples you takes 2d6 piercing damage at the start of their turn.

COLD IRON BRACERS

Wondrous item, rare

These iron bracers have enchantments that protect you from Feywild creatures. While wearing these bracers, you gain a +1 bonus to your AC and Dexterity saving throws against attacks and spells from Fey creatures.

COLD IRON SHIELD

Armor (shield), uncommon (requires attunement)

A heavy iron shield with enchantments that protect you from mental effects commonly used by native Feywild creatures. While wielding this shield, you can use the following feature once per day:

When an allied creature within 5 feet of you makes a Wisdom saving throw, you can use a reaction to grant them advantage.

COUNTERSTRIKE GUARDS

Armor (shield), uncommon (requires attunement)

A twin set of buckers that attaches to your forearms, these shields provide defense while not hindering your counterattacks. While wielding this shield, you gain a +1d4 bonus to attack rolls made for opportunity attacks.

COUTERS OF SECOND CHANCES

Wondrous item, uncommon (requires attunement)

When you make an attack that misses an opponent, these bladed elbow guards allow you to make a second attempt mid-swing. While wearing this item, if you miss with a melee attack, you can make a secondary attack with the bladed guard as a bonus action. On hit, the guards deal 1d4 + your Strength or Dexterity modifier slashing damage.

DARKLEAF SHIELD

Armor (shield), uncommon

A shield made from tightly woven gravetrees from the Shadowfell. This shield seems to react when you are unprepared. While wielding this shield, during the first round of an encounter, you gain a +1 bonus to your AC before the start of your turn.

DIAMOND BRACERS

Wondrous item, rare (requires attunement)

Vambraces made of clear, interlocking crystals that seem resistant to all but the most powerful of strikes. Twice per day while wearing these bracers, you can gain resistance to all damage types for a single attack as a reaction.

DIREBEAST SHIELD

Armor (shield), uncommon (requires attunement)

Made with various dire animal parts, this shield can grant your allies strength when needed. While wielding this shield, you can use the following feature once per day:

When an allied creature within 5 feet of you makes a Constitution saving throw, you can use a reaction to grant them advantage.

FEYLEAF VAMBRACES

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

Wondrous item, uncommon (requires attunement)

These bark bracers can sense when your foes can be surrounded, letting you move to a more advantageous spot. While wearing these bracers, you can use the following feature once per day:

When you make a melee attack against a creature that has an ally within 5 feet of them, you can use a bonus action to teleport with a blue burst of energy to a location that would grant you flanking on the creature. You must remain within combat range of the targeted creature.

FLAME BRACERS

Wondrous item, uncommon (requires attunement)

These bracers emit flames as you move, and can cover your weapon during grave strikes against foes. While wearing these bracers, whenever you land a critical hit against a creature, you can add 1d4 fire damage to the attack. You can also cast *fire bolt* once per day.

FLAME DRINKER SHIELD

Armor (shield), rare (requires attunement)

This shield has swirling gold and ruby runes on it that seem to absorb fire for some purpose. While wielding this shield, whenever you are targeted by a fire damage attack, this shield gains a charge. The shield can hold a maximum of 6 charges. If this shield acquires 4 or more charges, the shield becomes burning hot. Holding this shield with 4 or more charges in it deals 2d6 fire damage to you at the start of your turn. All charges the shield has are lost after a long rest. You can expend any number of charges to use the following features:

1 charge: You gain resistance to fire damage until the end of your next turn.

3 charges: You can cast *dragon's breath* on the shield at second level, choosing the fire damage type for the spell (save DC 16). You can expend additional charges to cast the spell at a higher level per charge used.

FLARING SHIELD

Armor (shield), very rare (requires attunement)

A metallic surface covered in runes adorns this shield, and can be used to create a blinding energy on close range attackers. This shield has 5 charges, and regains 1 charge at dawn. While wielding this shield, you can use a reaction to expend a charge to cast *blindness* on a creature within 5 feet of you (save DC 18).

FLOATING SHIELD

Armor (shield), uncommon

A wooden shield that is enameled with images of ocean waves, this shield allows easier travel across water for its wielder. While wielding this shield, you do not sink beyond the surface of the water unless you choose to do so. You gain a +1d4 bonus to Strength (Athletics) checks made to swim and Constitution saving throws made to swim long distances. While on the surface of the water, your swimming speed is equal to your walking speed.

HEALER'S SHIELD

Armor (shield), rare (requires attunement by a bard, druid, cleric, or paladin)

A shield covered in medics linens and healing runes, this shield empowers the healing done to its fullest potential. While wielding this shield, you can use the following feature once per day.

When you or an ally within sight regains hit points, you can use a reaction to increase the healing to its maximum result possible, while increases the amount healed by an amount equal to your Wisdom or Charisma modifier (wielder's choice)

HYPNOTIC SHIELD

Armor (shield), very rare (requires attunement)

A shield with a swirling pattern of glyphs that can mesmerize a melee attacker. This shield has 3 charges, and regains 1 charge at dawn. While wielding this shield, you can use a reaction to expend a charge to have a creature within 5 feet of you make a DC 17 Wisdom saving throw. On a failed save, they suffer from the effects of the *hypnotic pattern* spell until the end of your next turn.

IRON ARMBANDS OF POWER

Wondrous item, uncommon (requires attunement)

These plate armbands increase the amount of damage you are able to dish out, so they commonly found on barbarians. While wearing these armbands, you gain a +2 bonus to melee damage rolls.

JOUSTING SHIELD

Armor (shield), uncommon

A shield that is angled and grooved to prevent direct attacks while mounted upon a steed. While wielding this shield, you gain a 1d4 bonus to AC against opportunity attacks while mounted on a creature.

MANTICORE SHIELD

Armor (shield), rare (requires attunement)

The front of this shield is covered in spikes pulled from a manticore, and can shoot out with your command. While wielding this shield you can use an action speak a command word to cause the manticore spikes to shoot out. The spikes shoot out in a 10-foot cone from the shield. Roll a ranged attack roll, with a +3 bonus to attack, against all creatures in range. On hit, the spikes deal 1d8+3 piercing damage to the creature. The spikes on the shield regrow after a long rest.

SCRIBE'S NOTES

I certainly want to further study how this shield can regrow these manticore spikes. The natural properties of the manticore seem magically preserved incredibly well.

MINDIRON VAMBRACES

Wondrous item, rare (requires attunement)

Smooth crystal with purple veins, these bracers are gifted to Mind Flayer thralls so they stun potential meals for their masters. While wearing these bracers, you can use the following feature twice per day.

When you hit a creature with a melee attack, you can use a bonus action to force the attacked creature to make a DC 15 Wisdom saving throw. On a failed save, they are Stunned until the end of their next turn.

MITHRAL SHIELD

Armor (shield), uncommon

Shields made of mithral are extremely light and easy to use. While wielding this shield, you are considered to be proficient with shields.

MOUNTAIN SHIELD

Armor (shield), uncommon

A fairly common dwarven enchantment is placed upon this shield, giving you the stoutness of a dwarf. While wielding this shield, you can use the following feature once per day. Whenever you would be pushed or pulled, you can use a reaction to cancel the movement.

PELAURUM SHIELD

Armor (shield), rare (requires attunement)

This mirror like copper shield is enchanted with runes that evoke the power of Pelor when an errant blast misses you. While wielding this shield, whenever a radiant or fire damage spell misses you, your next melee attack does an additional 1d6 radiant or fire damage (wielder's choice)

QUICKHIT BRACERS

Wondrous item, uncommon (requires attunement)

These arm guards are favored by rangers, rogues, and fighters who tend to use 2 weapons at once. While wearing these bracers, you can use the following feature once per day.

Whenever you engage in two weapon fighting, you can increase the damage rolls of both weapons by 1d4 until the end of your turn.

RAPIDSTRIKE BRACERS

Wondrous item, very rare (requires attunement)

Wearing these bracers greatly increases the speed of your attacks to an almost unseeable level. While wearing these bracers, you gain a 1d12 bonus to initiative, as well as to attack and damage rolls for weapons that use your Dexterity modifier.

RAZOR BRACERS

Wondrous item, rare

These steel bands are sharpened at the ends, so they punish any foe who dares grab you. While wearing these bracers, you gain a +1d8 bonus to Strength (Athletics) and Dexterity (Acrobatics) checks made to escape grabs. Whenever a creature successfully grabs you, they take 1d10 slashing damage.

RAZOR SHIELD

Armor (shield), uncommon

A round shield that has a ringed blade, this shield provides both attack and defense. This shield is also considered to be a handaxe as well a shield. When this shield is thrown, it is considered to be an improvised weapon attack.

RECOIL SHIELD

Armor (shield), rare (requires attunement)

This gnomish tinker shield has a spring loaded plate on the front that can be used to knock a foe flat. This shield has 3 charges, and regains 1 charge at dawn. While wielding this shield, you can use a reaction to expend a charge to use the following feature.

When a creature misses with a melee attack, you can force the creature to make a DC 15 Strength saving throw. On a failed save, their attack recoils off the spring loaded front of the shield, and knocks them prone.



REFLECTIVE SHIELD

Armor (shield), legendary (requires attunement)

A golden framed shield with a mirror like center. Projectiles can be returned to their sender with this shield. While wielding this shield, whenever a single target ranged attack misses you, you can have the mirror of the shield shoot out the attack back out as a reaction. The range of the new attack is 20/60 feet. Make an attack roll with a +7 bonus against a target in range. The previous missed attack when attacks the new target.

RICOCHET SHIELD

Armor (shield), rare (requires attunement)

An oddly shaped shield, the angles of this weapon makes ranged projectiles bounce off to the sides rather than shatter on impact. While wielding this shield, when a ranged weapon attack missed you, you can use the shield to ricochet the shot to a nearby target as a reaction. The attacker rerolls a new attack roll against a target within 5 feet of you.

SHADOWFLOW SHIELD

Armor (shield), rare (requires attunement)

A wooden shield that is covered in an inky black cloud. This shield has 3 charges and regains 1 charge at dawn. While wielding this shield, you can use a bonus action to expend a charge to extend the cloud of ink-like substance outward. You create a 5 foot black cloud centered on yourself, and all creatures in the cloud are considered being heavily obscured. This cloud is unaffected by wind.

SHIELD OF BLOCKING

Armor (shield), very rare (requires attunement)

This shield runes not only reinforce the shield itself, but the body of its wielder as well. While wielding this shield, you can use a bonus action to gain resistance to all melee weapon damage for 1 hour. This feature can be used once per day.

SHIELD OF EYES

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

Armor (shield), uncommon (requires attunement)

The front of this shield has eyes that help to look out for the wielder. While wielding this shield, you gain a +1d4 bonus to all Wisdom (Perception) checks. One per day, when a creature has advantage due to flanking you, you can use a reaction to cancel the advantage.

SHIELD OF THE GUARDIAN

Armor (shield), uncommon (requires attunement)

The oaken shield that can be used to help protect allies as well as protect you. Once per day while wielding this shield, you can use a reaction to increase the AC of a creature within 5 feet by +1 until the end of their next turn.

SHIMMERLIGHT SHIELD

Armor (shield), uncommon (requires attunement)

A thin layer of enchanted cloth over the front of the shield can react to help protect your allies when their reflexes are dulled. While wielding this shield, you can use the following feature once per day:

When an allied creature within 5 feet of you makes a Dexterity saving throw, you can use a reaction to grant them advantage.

SKULL BRACER

Wondrous item, uncommon (requires attunement)

These heavy bracers have a dragon like skull mounted to the front of them. While wearing these bracers, you can use a bonus action to empower your next attack with great force. Until the end of your turn, your next attack that hits deals an additional 1d10 damage. You can only use this feature once per day.

SPELL SHIELD

Armor (shield), very rare (requires attunement)

This shield is heavily covered in runes that can cancel out magic that targets an area. This shield has 3 charges, and regains 1 charge at dawn. While wielding this shield, you can use a reaction expend a charge to use the following feature:

Whenever you or an ally within 5 feet of you is targeted by a spell that affects an area rather than a single target, you can create a 5 cubic space of anti magic within 5 feet of you that lasts until the end of attackers turn. This anti magic field uses the effects of the spell *antimagic field* areas of magic effect.

STONEWALL SHIELD

Armor (shield), very rare (requires attunement)

A popular shield within dwarven clans, this shield can be used to create large cover. While attuned to this shield, you can use an action to slam the shield into the ground to create stone walls. This feature casts the spell *wall of stone* (save DC 18) but limits the number of walls created to 3. Walls created from this shield cannot become permanent. The back of the shield will stick out of the middle section of the created barrier, and can easily be pulled out of the wall. When the shield is removed, the created barriers crumble to rubble within 1 round. You lose the AC bonus granted to you with the shield when you use this feature until you wield the shield again.

STORM SHIELD

Armor (shield), rare (requires attunement)

A metal shield that has painted clouds that can react with the fury of a storm against an attacker. While wielding this shield, you gain resistance to lightning damage. You can also use a reaction to use the following feature twice per day.

When you are hit with a melee attack, you can force the attacker to make a DC 15 Dexterity saving throw. On a failed save, the clouds on the shield surface rumble and unleash a storm, dealing 1d6 lightning damage and 1d6 thunder damage.

TAURAN SHIELD

Armor (shield), rare

This shield is adorned with bull horns along its edges, and the enchantments help to bring that animal's strengths to the wielder. While wielding this shield, when you take a Dash action, increase your movement speed by 10 feet. Whenever you are successful with using a shove action, you push the creature 10 feet rather than 5 feet.



THROWING SHIELD

Armor (shield), uncommon (requires attunement)

This shield was large rounded edges, and the runes of this shield seem to be attracted to the hands of the wielder. This shield is also considered to be a light hammer as well as a shield. When this shield is thrown, it uses the statistics of the light hammer weapon. The shield returns to the grip of the wielder after the attack, if able.

TRAUMA BRACERS

Wondrous item, rare (requires attunement)

Jagged and bladed, these bracers enchant your blows with powers that prevent wounds from being fully healed. These bracers have 3 charges, and regain 1 charge at dawn. While wearing these bracers, you can expend a charge to enchant your blows to help prevent healing. Until the end of your turn, when you deal damage to a creature after using this feature, any healing the creature receives is reduced by 1d6 until the end of their next turn. The healing cannot be reduced beyond zero.

TROLLHIDE BRACERS

Wondrous item, legendary (requires attunement)

These ugly green bracers are made of trollhide leather, an extremely difficult material to work with due to the regenerative powers of trolls. The enchantments on these bracers look to give you similar power. While wearing these bracers, you regain 5 hit points at the start of you turn. If you take acid or fire damage, this trait doesn't function until the end of your next turn. You only die if you start your turn with 0 hit points and don't regenerate.

WARLOCK BRACERS

Wondrous item, rare (requires attunement by a warlock)

Made of dark leather and etched with foreign runes and symbols, these bracers are used by warlocks who wish to curse their foes often. While wearing these bracers, you are considered to have the spell *hex* prepared. Once per day, you can cast *hex* at 1st level without spending a spell slot.



WYRMGUARD SHIELD

Armor (shield), rare

This dragon shaped shield has a thin coating of enchanted platinum that can make deadly blows less deadly. While wielding this shield, when you are hit with a critical hit, you can use a reaction to turn the attack into a normal hit. This feature can only be used once per day.

COMPANION ITEMS

In the current edition of D&D, there doesn't seem to be any items made specifically for pets and companions. Luckily, in 4th edition has the companion slot items, which I have brought into 5th edition in order to help with rangers animal companions, familiars, as well as any other animal your party might have gathered along the way.

There is a new set of rules relating to these items. These items are classified as Companion items, so as such, only a companion type creature may equip these items. Companion creatures are creatures such as mounts, familiars, the ranger's beast companion, or any creature that is considered to be a pet. Each companion creature can only attune to one magic item. These items must be equipped by a player to their companion, and the companion must be willing to wear the item in order to attune to it. These rules are in mind to prevent stacking magic items onto a creature. However, your DM may allow certain intelligent creatures, such as imp familiars, to attune to more than one item.

COMPANION'S DEFENDER

Companion item, uncommon (requires attunement by a companion creature)

This dark leather belt is adorned with and woven with bones, and enchanted to help protect your companion when you are close. While wearing this belt, your companion creature gains a +1 to their AC and saving throws whenever they are within 15 feet of their owner or handler.

FRIEND'S GIFT

Companion item, uncommon (requires attunement by a companion creature)

When your companion wears this crimson badge, this acts as a symbol of friendship and is enchanted to help your friend. While wearing this badge, whenever you regain hit points, your companion also regains 1d6 hit points. Your companion must be within line of sight for this effect to take place.

GUARDIAN'S COLLAR

Companion item, rare (requires attunement by a companion creature)

A collar with three small gemstone embedded into it, the enchantment place on this item helps your companion perceive threats. While your companion is wearing this collar, they gain a +1d6 bonus to their Wisdom (Perception) checks. Your companion also shares your passive Perception score for the means on detecting hidden creatures, if your passive Perception is higher.

RECALLING HARNESS

Companion item, rare (requires attunement by a companion creature)

These leather straps are sewn with silver threads, and allow your companion to come to your aid when you are in need. While your companion is wearing these straps, whenever you fall to zero hit points or unconscious unwillingly, your companion teleports to be within 5 feet of you as their reaction. Your companion cannot teleport if they are more than 500 feet away from you, but they are aware when you fall to zero hit points or unconscious unwillingly while on the same plane of existence.

SIGIL OF COMPANIONSHIP

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

Companion item, uncommon (requires attunement by a companion creature)

This metal can be strapped to a leg or hung around the neck, and empowers your companion whenever you team up against a foe. While your companion is wearing this metal, when you are flanking a creature with your companion, your companion gains a +1d6 bonus to damage rolls against the flanked creature.

TRANSPOSITION HARNESS

Companion item, rare (requires attunement by a companion creature)

This silk harness is made using Feywild techniques and allows you to swap places with your companion. While your companion is wearing this harness, your companion can use their movement to swap places with you, so long as you are within 30 feet and are able to be seen. This feature can only be used once per day.

MOUNT ITEMS

Similar to Companion items, mount items are meant for creatures who can be mounted. These items are particularly useful for war mounts, or Cavalier fighters. The same rules apply for mounts as for companion animals; one magic item per creature, unless your DM rules otherwise. Mount items must be equipped by a person, and the mount must be willing to wear the item to attune to it. Some mounted creatures can carry more than one person, so when these items are referring to a single person (you, your), the person who is controlling the mount is the person in reference.

BRIDLE OF RAPID ACTION

Mount item, uncommon (requires attunement by a mount)

This leather bridle is very finely made, and allows you to react with the quickness of your mount. While your mount is wearing this bridle, you can use the following feature:

When you are riding your mount and are required to roll for initiative, if your mounts initiative roll is higher, you can use that roll instead of your own.

GHOST BRIDLE

Mount item, rare (requires attunement by a mount)

A creature that is wearing this bridle takes on a ghostly appearance, and can even move through solid objects. While your mount is wearing this bridle, you can use a bonus action to cause both you and your mount to become incorporeal for 1 minute. Both you and your mount move through other creatures and objects as if they were difficult terrain. You both take 1d10 force damage if you end your turn inside an object or creature. You can use this feature once per day.

HORSESHOES OF SPEED

Mount item, uncommon (requires attunement by a mount)

These thin metal plates attach to the bottom of your mount's feet, and are enchanted to increase their speed. While your mount is wearing this item, their movement speed is increased by 10 feet.

IMPENETRABLE BARDING

Mount item, uncommon (requires attunement by a mount)

These barding have enchanted metal plates sewn into them, and helps to protect your mount from damage. While your mount is wearing this barding, you mount gains resistance to bludgeoning, piercing and slashing damage from non-magical weapons so long as you are riding the mount.

MARTYR'S SADDLE

Mount item, rare (requires attunement by a mount)

This enchanted saddle is useful to those who wish to keep their mount alive at all costs. While your mount is wearing this saddle, whenever they take damage, you can use a reaction to share the damage with yourself. Your mount takes half damage, while you take the other half. This damage cannot be reduced in any way.



MIRRORED CAPARISON

Mount item, uncommon (requires attunement by a mount)

This coat is made with rows of reflective crystals that help to absorb the effects of attacks that target a wide area. While your mount is wearing this coat, if your mount is targeted by an attack that affects an area rather than a single target, they only take half damage on a failed saving throw, and no damage on successful ones.

SADDLE OF STRENGTH

Mount item, uncommon (requires attunement by a mount)

This gray dyed saddle is adorned with brass tubes, and allows your mount to carry even the heaviest of loads. While your mount is wearing this saddle, it is considered one size category larger than its current size for the purposes of carrying capacity.

SADDLE OF THE NIGHTMARE

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

This saddle is made of black twisted leather from a Nightmare. The runes draw upon the power of the Nightmare to allow for travel into the Ethereal plane. While your mount is wearing this saddle, they can use an action to magically enter from the Material plane to the Ethereal plane, or vice versa. You can also travel with the mount if you are mounted on the creature as it travels.

SCRIBE'S NOTES

Nightmares are quite evil in nature, so to see an item crafted from their hide that doesn't carry over that malice is quite a feat.

SADDLE OF THE SHARK

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

A blue and white leather saddle with a rough texture, this enchanted item allows for movement across land and sea. While your mount is wearing this saddle, your mount gains water breathing and a swimming speed equal to their walking speed. While you are mounted, you also gain water breathing and can speak and attack normally while underwater.

SKYSTRIDER HORSESHOES

Mount item, legendary (requires attunement by a mount)

These highly enchanted mithral metal plates adhere to the bottom of any mounts feet, and allow them to walk across the air. While your mount is wearing this item, they gain a flying speed equal to their walking speed.

STEADFAST SADDLE

Mount item, rare (requires attunement by a mount)

A common saddle featured on dwarven war mounts, this saddle helps to prevent both you and your mount from falling. While your mount is wearing this saddle, they have advantage on Dexterity (Acrobatics) checks and saving throws made to prevent from falling prone. If you are mounted when this creature falls prone, you can dismount and land on your feet without requiring a reaction.

FEET ITEMS

AIRSTRIDERS

Wondrous item, legendary (requires attunement)

These clear coverings go over your boots and lift you off your feet, preventing you from falling. While wearing these coverings, gain a flying speed equal to your walking speed, but you must end your turn on a solid surface. You take no damage from falling, and always land on your feet unless you choose not to.

ANKLETS OF OPPORTUNITY

Wondrous item, legendary

This glittering gold anklets quicken your speed and let you move freely among distracted foe. While wearing these anklets, your movement speed is increased by 20 feet, and you are considered to be disengaged against any creature that has an ally within 5 feet of them.

ASSASSIN'S SLIPPERS

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

Wondrous item, rare (requires attunement)

These black chamois slippers allow you to press your advantage against foes from further away and different angles. While wearing these slippers, you are considered to be flanking a creature so long as there is an ally within 10 feet of the creature.

ASSAULT BOOTS

Wondrous item, rare

This pair of mail boots allow you to stand your ground when you deliver a critical blow, putting more force behind the attack. While wearing these boots, your critical melee attacks have a chance to knock a creature down. Any creature you get a critical hit with a melee weapon must make a DC 15 Strength saving throw or be knocked prone.

BACKTRACK BINDINGS

Wondrous item, legendary (requires attunement)

These airy light shoes can get you out of trouble with ease. While wearing these shoes, you gain a +1d12 bonus to your Dexterity saving throws. You can click the heels together, magically mark the location of where you start your turn, then use your movement. At the end of your turn, you teleport back to the original location of where you started your turn.



BOOTS OF ADEPT CHARGING

Wondrous item, uncommon (requires attunement)

These boots allow you to rush into the fray with less concern. While wearing these boots, you do not provoke opportunity attacks while dashing for the first half your movement.

BOOTS OF DANCING

Wondrous item, rare

These stylish boots make your feet light and springy, adding grace to your movements. While wearing these boots, you gain a +1d4 bonus to your Dexterity saving throws, you do not give advantage to creatures when you are stunned, and your Charisma (Performance) checks made to dance are made with advantage.

BOOTS OF EAGERNESS

Wondrous item, rare (requires attunement)

These very well made brocade boots put some pep in your step. While wearing these boots, you can click your heels together as a bonus action, and double your walking speed on your turn. You can only use this feature once per day.

BOOTS OF EQUILIBRIUM

Wondrous item, uncommon

These buckskin boots have a thick mesh sole that clings to the ground firmly. While wearing these boots, you move normally on slippery surfaces, such as surfaces affected by the *grease* spell.

BOOTS OF FREE MOVEMENT

Wondrous item, uncommon (requires attunement)

Well crafted, these boots help to make sure that you keep moving against restraints. While wearing these boots, you gain a +1d4 bonus against saving throws and skill checks made to resist being grappled, restrained, and paralyzed.

BOOTS OF FURIOUS SPEED

Wondrous item, rare (requires attunement)

These boots vibrate and turn red as you take damage. While you are wearing these boots, your walking speed increases by 10 feet whenever you take damage before the start of your turn. Once per day, when you take damage, you can use a reaction to move half your walking speed.

BOOTS OF MANY TRACKS

Wondrous item, rare (requires attunement)

These rugged hiking boots can change the shape of their soles to match different animals. While wearing these boots, the DC for Wisdom (Survival) checks to find your tracks is increased by 10. If your tracks are discovered, the creature must make an Intelligence (Nature) check of 15 or higher to determine if you made the tracks. On a failed save, the tracks appear to be from an animal of your choosing at the beginning of each day.

BOOTS OF QUICKNESS

Wondrous item, uncommon

The supple leather of this footwear is a similar, but lesser version of the Boots of Speed. While wearing these boots, your walking speed increases by 5 feet, and you gain a +1d4 bonus to Dexterity saving throws.

BOOTS OF SAND AND SEA

Wondrous item, rare

These wax coverings are very light and help the light of foot glide over land and can even help in water. While wearing these coverings, your walking speed increased by 10 feet so long as you are wearing light armor or no armor. Once per day, you can roll a Strength (Athletics) check made for swimming with advantage.

BOOTS OF STEALTH

Wondrous item, uncommon

The materials of these leather boots are designed to make as little noise as possible. While wearing these boots, you gain a +1d6 bonus to all Dexterity (Stealth) checks to move silently.

BOOTS OF SWIMMING

Wondrous item, very rare

These fish scale boots have fins to assist with swimming and are enchanted to assist with underwater combat. While wearing these boots, you gain a swimming speed equal to your walking speed. Once per day, you can use an action to cast *water breathing* on yourself.

BOOTS OF TELEPORTATION

Wondrous item, legendary (requires attunement)

These extremely elegant boots are spotless, almost likely they have never touched the ground. While wearing these boots, your movement can become a teleportation within line of sight equal to your walking speed.

SCRIBE'S NOTES

Extremely fun, but highly disorienting. It will take some time to get used to these.



BOOTS OF THE FENCING MASTER

Wondrous item, rare (requires attunement)

These boots are enchanted in order to help defend yourself when moving between foes. While wearing these boots, whenever you use the disengage action, you gain a +1d4 bonus to your AC and Dexterity saving throws until the end of your next turn.

BOOTS OF WITHDRAWAL

Wondrous item, very rare (requires attunement)

These boots were created with the philosophy of “live to fight another day”. While wearing these boots, whenever you don't use an action to attack or cast a spell, you gain a +1d6 bonus to your AC and saving throws until the end of your next turn. You also gain an additional 10 feet to your walking speed until the end of your next turn.

BRANCHRUNNERS

Wondrous item, rare

These boots are commonly worn by those who are training under rangers in order to be able to keep up with them. While wearing these boots, you ignore difficult terrain while in forests and jungles. You also gain a +1d6 bonus to Dexterity (Acrobatics) checks made to balance and land from a fall, as well as Strength (Athletics) checks made to climb trees.

BUTTERFLY SANDALS

Wondrous item, rare

These sandals are very comfortable, and help to increase your movement while mid-air. While wearing these sandals, you can increase your existing flying speed by 15 feet. You must have a flying speed through a spell, racial feature, or item in order to gain this effect.



CAT TABI

Wondrous item, rare (require attunement)

These black silk footwear are commonly used by Shadow monks, and grant the wearer cat like agility. While wearing this footwear, you gain a +1d6 bonus to Strength (Athletics) checks made to jump. You take half damage from falls and always land on your feet.

DEFIANT BOOTS

Wondrous item, legendary

These boots are made of sturdy irons and are enchanted in order to grip the ground to prevent any unintended movement. While wearing these boots, you are immune to being pushed, pulled, or slid against your will, so long as your feet are touching a solid surface. Whenever you are put under an effect that would push, pull, or slide you, you are considered to be under the effects of the Disengaged action until the end of your next turn.

DIMENSIONAL STRIDE BOOTS

Wondrous item, legendary (require attunement)

These boots are made of an odd purple leather, and allow the wearer to step through space easily. While wearing these boots, you have advantage on all Dexterity saving throws. You can use your movement to teleport up to 15 feet to a spot you can see. At the start of each combat encounter, until you take damage, you can use your movement to teleport to a location equal to your walking speed that you can see.

DRAGONBORN GREAVES

Wondrous item, rare (require attunement)

Made of hide and scales, these boots are worn by dragonborn knights to enter they fray even when wounded. While wearing these boots, whenever you take damage, your walking speed is increased by 10 feet and your AC is increased by +1d4 until the end of your next turn.

DWARFSTRIDE BOOTS

Wondrous item, very rare

Nothing gets in the way of these dwarven make boots. While wearing these boots, you have advantage on any Strength (Athletics) and Dexterity (Acrobatics) checks made that are required to move through any type of terrain, as well as resist an effect that can pull, push, or slide you.

DWARVEN BOOTS

Wondrous item, rare

Commonly worn by the dwarven military, these boots help to keep their soldiers on their feet in combat. While wearing these boots, you have advantage on saving throws made to resist being knocked prone or restrained.

EARTHREAVER STOMPERS

Wondrous item, very rare (requires attunement)

These boots allow the wearer to sense the earth and rend the ground beneath them. While wearing these boots, the wearer gains a tremorsense of 15 feet. 3 times per day, you can stomp the ground and cast *earth tremor* at 2nd level (save DC 17).

EARTHSTRIDERS

Wondrous item, very rare

Wearing these blunt-toed and heavy boots allow you to move across earth quickly. While wearing these boots, you can use the following feature 3 times per day:

As a part of your movement, you can teleport in a straight line to a location with a solid surface within 25 feet. The path must have no open air at any point, such as a pit or chasm. You do not require line of sight to teleport to the location, but it must be unoccupied. If the location you wish to teleport to is occupied, you do not teleport but the use is expended.

FEYLEAF SANDALS

Wondrous item, uncommon

These delicate looking sandals are made from Feywild leaves and grant you safety when you fall. Whenever you fall while wearing these sandals, these sandals will attempt to save you. You teleport to the closest horizontal surface within 25 feet that can support your weight. You take no falling damage from the effect of this teleport. This feature can only be used once per day.

FEYSTEP LACINGS

Wondrous item, rare (require attunement)

These cords are made of enchanted wool from the Feywild, and gives you a limited teleport when laced into your boots. This item has 3 charges, and regains 1 charge at dawn. While wearing this item, you can use your movement to expend a number of charges to teleport. You teleport 10 feet for each charge expended. You must teleport to a location that you can see and is unoccupied.

FIREBURST BOOTS

Wondrous item, very rare (require attunement)

Made of enchanted iron, these boots have burn marks that never seem to disappear. While wearing these boots, you can use a reaction to teleport away in a burst of fire. You teleport 30 feet away to a location that you can see and is unoccupied. The location where you were previously standing erupts in flames as it is the target of a *fireball* spell (save DC 17). You can use this feature once per day.

FLANKER'S BOOTS

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

Wondrous item, very rare (require attunement)

These rabbit skin boots allow you to move quickly to fill in a spot to take advantage of a foe's location. 3 times per day while wearing these boots, you can teleport to flank a foe within sight using your movement. The creature must have an allied creature within 5 feet of it, and you teleport to an unoccupied location in sight that grants you flanking against that creature.

FLOORFIGHTER STRAPS

Wondrous item, very rare

These enchanted leather straps help to protect you when you are on the ground. While wearing these boot straps, you do not grant advantage to creatures while you are prone. Standing from being prone does not cost any additional movement.

GOBLIN STOMPERS

Wondrous item, uncommon (requires attunement)

Boots that are made of enchanted cured leather, these boots let you get away scot free from a lazy attacker. While wearing these boots, you can use a reaction to use the following feature once per day:

When a melee attack misses you, you can use your reaction to dodge even further away from the attack. You move half your walking speed and are considered to be disengaged from the creature that missed you.

JESTER SHOES

Wondrous item, uncommon

These colorful shoes invoke the playfulness of jesters in order to avoid certain tactics against you at a cost. While wearing these shoes, whenever a creature attempts to shove, grapple, or restrain you, you can use your reaction to automatically succeed against their action. You fall prone as a result of using this reaction.

LIGHTSTEP SLIPPERS

Wondrous item, legendary

Made of the highest quality doeskin, these slippers cushion your step and make your foot falls almost non-existent. While wearing these slippers, you have advantage on all Dexterity (Stealth) checks made to move silently. You leave behind no tracks, you can't be detected with tremorsense, and you do not activate traps or hazards that are triggered by footsteps.

SCRIBE'S NOTES

Slippers made for a thief. I'm honestly not surprised something like this ended up in these vaults. Makes me wonder how the items got here.

OCEANSTRIDER BOOTS

Wondrous item, very rare

These thigh-high, watertight boots allow you to move across water with ease. While wearing these boots, your walking speed is increased by 5 feet. You can also stand on horizontal liquid surfaces as if they were solid, though you still take damage from hazardous liquids like acid or lava.

PHANTOM CHAUSSURES

Wondrous item, legendary (requires attunement)

This silk clothing covers your lower legs, and lets its wearer become ghost like with their movements. While wearing this item, whenever you move at least half your walking speed on your turn, you can use one of the following features:

All creatures have disadvantage on Wisdom (Perception) checks made to spot you.

You cast *invisibility* on yourself. This can be used three times per day.

You teleport from the Material Plane to the Ethereal Plane until the end of your next turn. This can be used once per day.

QUICKLING BOOTS

Wondrous item, rare

These silver threaded boots are made using Quickling techniques and look to grant you their speed. While wearing these boots, whenever you move your full walking speed, your walking speed increases by 5 feet, and you gain a +1d4 bonus to your AC against opportunity attacks until the end of your turn.

RUSHING CLEATS

Wondrous item, rare (requires attunement)

These enchanted boots straps are fitted with spikes in order to help you gain more traction while running. While wearing these cleats, whenever you take a Dash action, you ignore difficult terrain. Whenever you make a shove attack, you push 10 feet rather than 5 feet thanks to your better footing.

SANDALS OF ARCANE TRANSPOSITION

Wondrous item, very rare (requires attunement)

These rune covered open toe sandals allow the wearer to teleport to a location of their spells. While wearing these sandals, whenever you cast a spell that affects an area rather than a single target, you can use a bonus action to teleport to a location that was previously within the area of effect for the spell.

SANDALS OF AVANDRA

Wondrous item, legendary

These glyph covered corded foot coverings look to protect you whenever you are moving against even the largest of foes. While wearing these sandals, your walking speed is increased by 10 feet. For the first half of your movement, you do not provoke opportunity attacks.

SANDALS OF PRECISE STEPPING

Wondrous item, uncommon (requires attunement)

While wearing these enchanted leather sandals, you will find that your steps are softer, stronger and more precise. While wearing these sandals, you gain a +2 bonus to all Strength (Athletics), Dexterity (Acrobatics), and Dexterity (Stealth) checks made.

SHADOWSTEPPERS

Wondrous item, very rare (requires attunement)

Wearing these matte black slippers will allow you to disappear into the shadows around you. These slippers have 5 charges, and regains 1 charge at dawn. While wearing these slippers, you can expend a charge to move between shadows. While standing in an area of dim light, you can teleport to another area of dim light within 25 feet of you. The area must be within sight and unoccupied or the teleport fails and the charge is expended.

STEADFAST BOOTS

Wondrous item, rare (requires attunement)

These iron boots reward you for acting like a fortress to protect your allies. While wearing these boots, so long as you haven't moved since your last turn and are within 15 feet of an allied creature, at the start of your turn you gain a +2 bonus to your AC and saving throws until the end of your next turn. If you move or are moved at any point while this bonus is active, you lose this bonus.

SUREFOOT BOOTS

Wondrous item, uncommon (requires attunement)

These boots have many iron straps attached to them, and make sure the wearer is always on solid footing. While wearing these boots, you gain a +1d4 bonus to checks and saving throws made against being knocked prone. Standing up from being prone doesn't cost any movement while wearing these boots.

THORNWALKER SLIPPERS

Wondrous item, rare (requires attunement)

These slippers are heavily padded at the bottom to prevent any harm coming to the wearer from dangerous terrain. While wearing these slippers, you are unaffected by difficult terrain from natural hazards like quicksand, snow, or thorny terrain. You also take no damage from moving in these environments.

TUMBLERS SHOES

Wondrous item, rare

These very well built shoes allow you to move with ease, even if you don't normally do so. While wearing these shoes, whenever you roll a Strength (Athletics) or Dexterity (Acrobatics) check that is lower than a 10, you can replace the result as if you had rolled a 10 instead. This feature can be used once per day.

ZEPHYR BOOTS

Wondrous item, legendary (requires attunement)

These winged boots allows the wearer to fly, so long as they are light enough. While wearing these boots, you gain a flying speed equal to your walking speed, so long as you are wearing light armor or no armor.

SCRIBE'S NOTES

It takes a lot of willpower to suppress my base instincts and not simply take these for myself.

HAND ITEMS

ANTIPATHY GLOVES

Wondrous item, rare (requires attunement)

The enchantment upon these gloves senses the hostility of creatures and keeps them at bay. While wearing these gloves, any creature that is hostile to you considers the area 5 feet around you to be difficult terrain, due to the forceful aura these gloves give off to them.

BREACHING GAUNTLETS

Wondrous item, uncommon (requires attunement)

Made of thick black leather, these gauntlets look to make your attack pierce through the resistances of your opponents. While wearing these gauntlets, you can use a bonus action to use the following feature once per day:

When you hit with a weapon attack, you can force the hit creature to make a DC 14 Constitution saving throw. On a failed save, your weapons' damage ignores any resistance to the weapon's damage type the creature might have.

BURNING GAUNTLETS

Wondrous item, uncommon (requires attunement)

These dark iron gauntlets seem to trailing thin smoke from the finger tips when moving them. These gauntlets have 3 charges, and regains 1 charge at dawn. While wearing these gauntlets, you can use an action to expend a charge to cast *burning hands* (save DC 14).



CAT PAWS

Wondrous item, rare (requires attunement)

These gloves have retractable claws that allow climbing to become much easier. It is assumed they are Tabaxi in design. While wearing these gloves, you can use a bonus action to cause the retractable claws to extend from the gloves, or return them to normal. While the claws are extended, you have advantage on Strength (Athletics) checks made to climb. You can also use them in place of an unarmed attack. They deal 1d4 + your Strength or Dexterity modifier slashing damage.

CAUSTIC GAUNTLETS

Wondrous item, rare (requires attunement)

These leather gauntlets have a rough texture, and can be used to coat your ammunition with acid. These gauntlets have 3 charges, and regain 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge and coat a piece of ammunition for a ranged weapon with acid. The acid lasts 1 minute or until you hit a creature. Any acid coated ammunition deals an additional 1d6 acid damage on hit.

DWARVEN THROWER GAUNTLETS

Wondrous item, rare (requires attunement)

These leather gauntlets have a stone plate on the front of the hand, and look to emulate the power of a more powerful enchantment. While wearing these gauntlets, whenever you use a ranged attack with a weapon with the thrown property, it returns to your grip at the end of your turn, if it is able.

FLAYING GLOVES

Wondrous item, uncommon (requires attunement)

Tight fitting and very light, these gloves are enchanted to give your blades deeper cuts that are hard to heal. These gloves have 2 charges, and regain 1 charge at dawn. While wearing these gloves, you can expend a charge and enchant a bladed weapon to cut deeply into the flesh. When you deal slashing damage to a creature, the creature must make a DC 14 Dexterity saving throw. On a failed save, they take 1d4 damage at the start of their turn due to bleeding. This bleeding lasts until they succeed a DC 14 Constitution saving throw at the end of their turn.

FROST GAUNTLETS

Wondrous item, rare (requires attunement)

The ice crystal runes on these gauntlets flare with magic when gripping your weapon. These gauntlets have 3 charges, and regain 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge and coat a melee weapon with ice. The ice lasts 1 minute or until you hit a creature. Any ice coated weapon deals an additional 1d6 cold damage on hit.

GAUNTLETS OF BLINDING STRIKES

Wondrous item, rare (requires attunement)

Wearers of these gauntlets swear by their ability to increase the speed of their strikes at the cost of accuracy. These gauntlets have 3 charges, and regains 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge and attack quickly but inaccurately. You can make an additional weapon attack, but you suffer a -1d6 penalty to the attack roll.

GAUNTLETS OF BRILLIANCE

Wondrous item, rare (requires attunement)

These gold trimmed gauntlets can illuminate both themselves and the weapons wielded with them. While wearing these gauntlets, you can cast *light* on the gauntlets as an action and end it. These gauntlets have 3 charges, and regain 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge and coat a weapon with radiant light. The light lasts 1 minute or until you hit a creature. Any light coated weapon deals an additional 1d6 radiant damage on hit.

GIANT GLOVES

Wondrous item, very rare (requires attunement)

These gloves appear to be too big for your hands at first, but they offer you increased strength and grip. While wearing these gloves, you gain a +1d10 bonus to Strength (Athletics) checks made to grapple and hold onto a creature. While having a creature of your size category or smaller grappled, you can use an action to end the grapple early in order to throw the creature. You can throw the creature up to 25 feet away from you. If you throw the creature into another creature, the targeted creature must make a Dexterity (Acrobatics) check vs your Strength (Athletics) check. On a failed save, both the targeted and thrown creature take 2d6 + Strength modifier bludgeoning damage and fall prone.

GLOVES OF ACCURACY

Wondrous item, very rare (requires attunement)

These fingerless deerskin gloves allow your shots to hit even the most concealed target. While wearing these gloves, your ranged weapon attacks ignore $\frac{1}{2}$ and $\frac{3}{4}$ cover. You also ignore disadvantage with ranged weapon attacks on creatures that are prone.

GLOVES OF AGILITY

Wondrous item, uncommon (requires attunement)

These fingerless gloves give your fingers a slight tingle as you move them. While wearing these gloves, you gain a +1d4 bonus to Dexterity checks made.

GLOVES OF CAMARADERIE

Wondrous item, legendary

These gloves are made of fine cashmere, and allow you to draw an ailment of an ally into yourself. While wearing these gloves, as a bonus action, you can touch a willing creature within range who is undergoing a condition that requires a saving throw to end. You transfer the condition to yourself, and you may expend a hit die to give yourself advantage on the saving throw. The condition must require a Constitution, Intelligence, Wisdom, or Charisma saving throw to transfer.



GLOVES OF DIMENSIONAL REPULSION

Wondrous item, very rare (require attunement)

These gloves are covered in strange runes that seem to move on their own accord. These gloves have 3 charges, and regain 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge and coat a weapon a strange eldritch power. The effect lasts 1 minute or until you hit a creature. When you hit a creature with weapon coated with this power, they must make a DC 18 Charisma saving throw, or be teleported 15 feet away from their current location to an unoccupied space of your choosing.

GLOVES OF ELDRITCH ADMIXTURE

Wondrous item, rare (require attunement by a warlock)

These gloves help to channel the power of your pact through the Elemental Chaos. Whenever you deal damage with your *eldritch blast* spell, you can change the damage type to be acid, fire, or cold damage. These gloves have 3 charges, and regains 1 charge at dawn. As a bonus action, when you deal damage with your *eldritch blast* spell, you can expend a number of charges to increase the damage of a single bolt of the *eldritch blast*. The damage increases by 1d6 for each charge expended, and the additional damage must be fire, cold, or acid damage.

GLOVES OF STORING

Wondrous item, rare

These ornate chamois gloves have the power of hiding away an item of your choosing. While wearing these gloves, you can store a single item in an extra dimensional space as a bonus action. The item must weigh no more than 10 pounds. As a bonus action, you can summon forth the item from the extra dimensional plane within 5 feet of you. If the item is a weapon, it may be wielded. If the gloves are damaged or destroyed in any way, any item stored in the extra dimensional space is cast into the Astral Sea.

GLOVES OF THE BOUNTY HUNTER

Wondrous item, rare (requires attunement)

Made of enchanted hide with weighted knuckles, these gloves are commonly used by those who wish to capture targets alive rather than dead. While wearing these gloves, you can use a bonus action to cast *hunter's mark* once per day. When a creature of your size category or smaller falls unconscious to non-lethal damage from your attacks, you can use a bonus action to have magical rope restrain the creature. The rope lasts for 24 hours, and is enchanted to be resistant to breaking, requiring a DC 20 Strength check to break.

GLOVES OF THE HEALER

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

These gloves are made from woven medical bandages that have been enchanted to assist with healing spells. Whenever you cast a spell that heals another creature, they regain an additional 1d6 hit points.

GLOVES OF TRANSFERENCE

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

These gossamer gloves have the ability to take a spell intended for yourself and allows you to share it with an ally. While wearing these gloves, while you are under the effects of a spell that has a range of self, you can use a bonus action to touch a creature and grant them the effects of the spell as if they had cast it on themselves.

GREATREACH GAUNTLETS

Wondrous item, very rare (requires attunement)

These gauntlets have enchanted steel rods embedded into them that can take a weapon you are holding and attack further with it. While wearing these gauntlets, you can use a bonus action to extend or retract the steel rods of the gauntlets, which increases the range of your melee weapons by 5 feet while extended. Melee weapon attacks made while the gauntlets are extended suffer a -1d4 to attack rolls due to being slightly harder to wield.

GREEN THUMBS

Wondrous item, rare (requires attunement)

These green thimbles attach with leather bindings to the hand, and are enchanted with druidic magic. While wearing these gloves, you can cast the cantrip *druidcraft* at will. These gloves have 3 charges, and regain 1 charge at dawn. While wearing these gloves, you can use an action to expend a charge to cast the spell *spike growth* (save DC 17)

HEDGE WIZARD GLOVES

Wondrous item, uncommon

Anyone wearing these patchwork gloves can perform magic tricks. While wearing these gloves, you can cast the cantrip spells *mage hand* and *prestidigitation* at will.

SCRIBE'S NOTES

Another prime example of my biases showing in my notes. While I am sure they have their uses, specialization in mundane magic just seems silly.

HOLY GAUNTLETS

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

These silver gauntlets are polished and covered in holy runes. They help to bring light to the darkness. While wearing these gauntlets, any damaging spell of 1st level or higher that you cast deals an additional 1d6 radiant damage.

KNIFE THROWER GLOVES

Wondrous item, uncommon (requires attunement)

Assassins who wear these gloves will find their knives landing harder, if somewhat less accurately. While wearing these gloves, you can choose to empower a dagger throw with extra power at the cost of accuracy. When making a ranged attack with a dagger, you can choose to take a -5 penalty to the attack roll to add +10 to the damage roll.

LANCING GLOVES

Wondrous item, uncommon

These brown riding gloves provide extra grip to your weapons. While wearing these gloves, you deal an additional 1d4 damage with melee weapons while mounted. You also have advantage on Strength checks and saving throws made to resist being disarmed while mounted.



Lightning reflex gloves

LIGHTNING REFLEX GLOVES

Wondrous item, legendary (requires attunement)

These tight, jet black gloves give your hands a nervous twitch when surrounded by foes. While wearing these gloves, you can make opportunity attacks without requiring a reaction. You are not limited to one opportunity attack per round. You also gain a +1d6 bonus to attack rolls made for opportunity attacks.

LONGSHOT GLOVES

Wondrous item, rare (requires attunement)

These fingerless gloves help to steady your hands when making long distance shots. While wearing these gloves, you roll normally for ranged weapon attacks against creatures within long range.

LUCKBENDER GLOVES

Wondrous item, uncommon (requires attunement)

These Halfling designed gloves depicts an image golden shamrock on the back, giving a hint as to their purpose. Once per day while wearing these gloves, if you roll a natural 1 on an attack roll, saving throw, or skill check, you can roll again and keep the second result.

PARRY GAUNTLETS

Wondrous item, uncommon (requires attunement)

Favored by fighters, these heavily armored gauntlets sense when you are defending and add to your armor. While wearing these gauntlets, when you use a Dodge action, you can add +1d4 to your saving throws and AC until the start of your next turn.

SPELL ANCHORS

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

The arcane runes of these silk gloves can help to extend the life a spell that has faltered. While wearing these gloves, you can use the following feature once per day as a reaction:

When you fail on a concentration check for a spell, you can invoke the power of the gloves to extend the length of the spell for just a bit longer. The concentration for the spell lasts until the end of your next turn.

STORM GAUNTLETS

Wondrous item, rare (requires attunement)

Gold and iron plates on the back of these gauntlets pulse with storm-like energy. These gauntlets have 3 charges, and regain 1 charge at dawn. While wearing these gauntlets, you can use a bonus action to expend a charge to imbue a weapon with thunderous power. The power lasts 1 minute or until you hit a creature. Any weapon imbued with this power deals an additional 1d6 thunder damage on hit.

STRIKEBACKS

Wondrous item, rare

The back of these gloves are covered with spikes, and are used to counter attack. While wearing these gloves, your unarmed attacks deal 1d6 piercing damage. When you are hit with a melee attack, you can use a reaction to make an unarmed attack against them.

SURE SHOT GLOVES

Wondrous item, rare (requires attunement)

The enchantment on these gloves help to hit those who dare hide from your attacks. While wearing these gloves, your ranged weapon attacks ignore ½ cover.

VAMPIRIC GAUNTLETS

Wondrous item, very rare (requires attunement)

These dark iron gauntlets radiate dark energy. Shadows cast by these gauntlets seem a bit darker than normal. These gauntlets have 3 charges, and regains 1 charge at dawn. While wearing these gauntlets, you can use an action to expend a charge to cast *vampiric touch*, using your Dexterity or Strength modifier plus your proficiency bonus for the spell attack.

VENOM GLOVES

Wondrous item, very rare (requires attunement)

These snakeskin gloves make your weapons like fangs of a cobra. These gloves have 3 charges, and regain 1 charge at dawn. While wearing these gloves, you can use a bonus action to expend a charge to inject a melee weapon with venom. The venom lasts 1 minute or until you hit a creature. Any creature hit with a venom injected weapon must make a DC 17 Constitution saving throw. On a failed save, the creature takes an additional 1d6 poison damage and are poisoned, or half as much on a successful save. The creature is poisoned until they succeed on a DC 17 Constitution saving throw at the end of their turn.

WRESTLERS GLOVES

Wondrous item, uncommon

These rough hide wraps are coated with a substance that helps you hold on to creatures and objects. While wearing these gloves, you gain a +1d4 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.

HEAD ITEMS

ARCANIST'S GLASSES

Wondrous item, uncommon

These glasses make runes on magical items seem more visible. While wearing these glasses, you gain a +1d6 bonus to Intelligence (Arcana) checks made to determine if an object is magical.



BRONZE SERPENT

Wondrous item, legendary (requires attunement)

A small bronze snake slowly orbits your head and grants you various benefits. While this item orbits your head, you gain immunity to poison damage and to being poisoned. You gain blindsight within 30 feet around you from being able to sense heat and temperature visually. You also gain a +1d12 bonus to Wisdom (Medicine) checks and Constitution saving throws.

CARGANET OF PSYCHIC SCHISM

Wondrous item, very rare (requires attunement)

This ornate headband help to protect you from effect that would steal away your focus by splitting your thoughts in two. While wearing this headband, you have immunity to being charmed, frightened, and stunned. You also gain resistance to psychic damage. Whenever you are targeted by an effect that would charm, frighten, or stun you, or you take psychic damage, you suffer a -1d8 penalty to your attack rolls and saving throws due to your mind splitting to protect you until the end of your next turn.

CASQUE OF TACTICS

Wondrous item, uncommon (requires attunement)

This billhorn helm is popular among mercenary captains thanks to its ability to allow the wielder to forge ahead of the company. While wearing this helm, you gain a +1d4 bonus to your initiative roll. Once per day while wearing this helm, at the start of an encounter, you can swap your initiative roll with another willing creature you can see.

CIRCLET OF INDOMITABILITY

Wondrous item, rare (requires attunement)

This simple golden circlet help to protect the mind of the wearer. While wearing this circlet, you gain a +1d6 bonus to Wisdom and Intelligence saving throws

CIRCLET OF MENTAL ONSLAUGHT

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

Spells that affect the minds of your foes are stronger while wearing this circlet. While wearing this circlet, whenever a creature needs to make a Wisdom, Intelligence, or Charisma saving throw for your spells, they suffer a -1d4 penalty to their saving throw.

CIRCLET OF RAPID CASTING

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

This rune etched silver circlet causes spells to race through your mind quickly. Once per day while wearing this circlet, you can cast a spell as a bonus action that would normally require an action to cast.

CIRCLET OF SECOND CHANCES

Wondrous item, uncommon (requires attunement)

Wearing this plain copper headband seems to increase your luck when you need it most. Once per day while wearing this circlet, you can reroll a death saving throw that you have failed, and keep the second result.

CLOCKWORK COWL

Wondrous item, legendary (requires attunement)

This enchanted brass cowl is of gnomish design, and gives off a soft ticking noise that the wearer hears. Once per day while wearing this cowl, you can speed up your internal mechanisms. You gain the use of two additional actions, however they cannot be used in order to use an Attack action or cast a spell.

SCRIBE'S NOTES

Wonderful. Absolutely wonderful. The design of this cowl is exceptional, and researching its craftsmanship is a pleasure.

COIF OF FOCUS

Wondrous item, legendary (requires attunement)

This metal hood covers your head, ears, and eyes, but seems to enhance everything it touches. While wearing this coif, you have advantage on concentration checks, Wisdom (Perception) checks made to see or hear something, and Intelligence (Investigation) checks. You are also immune to being deafened or blinded.

COIF OF MINDIRON

Wondrous item, rare (requires attunement)

This shiny metal coil was made in order to help the wearer fight mind flayers and other psychic creatures. Once per day while wearing this hood, whenever you become charmed or stunned, the condition immediately ends.

CROWN OF DOORS

Wondrous item, uncommon

As silly as this stone and wood crown looks, it is quite useful for those looking to find alternative ways into or out of a building. While wearing this crown, you gain a +1d6 bonus to Wisdom (Perception), Intelligence (Arcana), and Intelligence (Investigation) checks made to find secret doors and hidden passages.

CROWN OF EYES

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

Wondrous item, very rare (requires attunement)

The many eye like designs of this crown makes sure that you are covered on all sides. While wearing this crown, you do not grant advantage while flanked. You gain a +1d6 to Wisdom (Perception) checks, and no not have disadvantage on Wisdom (Perception) while asleep, so long as you are wearing this headband.

CROWN OF INFERNAL LEGACY

Wondrous item, rare (requires attunement by a tiefling)

This dark chain cowl draws out additional power from the devilish bloodline of Tieflings. While wearing this cowl, when you cast a spell that is considered one of your racial feature spells, you can increase the damage of spells damage by 1d6. If the spell requires a saving throw, creatures targeted by the racial feature spell suffers a -1d6 penalty to the saving throw.

CROWN OF LEAVES

Wondrous item, uncommon (requires attunement)

The oak leaves of this crown stay forever green, and are commonly found worn by druids. While wearing this crown, you gain a +1d4 bonus to Wisdom (Insight) and Wisdom (Nature) checks.

CROWN OF NATURE'S REBELLION

Wondrous item, very rare (requires attunement)

This birch skullcap looks to protect its wearer from forces that seek to drain life force. While wearing this skullcap, you gain resistance to necrotic damage. Whenever you take necrotic damage from an attack, you can use a reaction to have the creature that attacked you make a DC 17 Dexterity saving throw. On a failed save, they take force damage equal amount of damage you took, as the helm shoots forth a blast of energy to protect you.

CROWN OF THE WORLD TREE

Wondrous item, very rare (requires attunement)

This crown of ash is heavily enchanted, and the runes ignite with power when you cast a ritual. While wearing this crown, the amount of time to cast a ritual spell is reduced by half.

CYNIC'S GOGGLES

Wondrous item, uncommon (requires attunement)

These bronze and leather goggles are often used by mages who wish to see the truth behind spells. While wearing these goggles, you gain a +1d4 bonus to checks and saving throws used to detect illusions.

DREAD HELM

Wondrous item, very rare (requires attunement)

This dark iron closed helm makes your eyes appear as burning red points and gives you an aura of menace. While wearing this helm, you have advantage on Charisma (Intimidation) check, but have disadvantage on Charisma (Persuasion) checks. Whenever you are hit with an attack, you can use a reaction to have the eyes of helm flare to scare whoever dare hit you. The creature that attacked you must make a DC 18 Wisdom saving throw, or be frightened of you for 1 minute or until they succeed a DC 18 Wisdom saving throw at the start of their turn.

EYE OF AWARENESS

Wondrous item, legendary

This eyepatch is has a bloodshot eye symbol on the front, giving the impression that you are always watching. While wearing this eye patch, your initiative bonus is doubled, and you cannot be considered to have an initiative check lower than a 15.

EYE OF DECEPTION

Wondrous item, rare (requires attunement)

This copper and leather eyepatch is inlaid with a mummified eye that distracts others and aids your lies. While wearing this eyepatch, you gain a +1d6 bonus to Charisma (Deception) and Dexterity (Stealth) checks, as well as to saving throws against illusion spells.



Eye of discernment

Eye of Discernment

Wondrous item, legendary (requires attunement)

This eyepatch is studded with an astral diamond that is enchanted to notice everything that passes before it. While wearing this eyepatch, you are immune to being blinded as the astral diamond always projects your sight. You gain a +1d10 bonus to Wisdom (Perception) and Wisdom (Insight) checks. You can also use an action to cast *detect magic* 3 times per day.

Eye of the Basilisk

Wondrous item, legendary (requires attunement)

This silver eye patch is enchanted to keep a perfectly preserved and highly dangerous basilisk eye alive. While wearing this eyepatch, if a creature starts its turn within 30 feet of you and the two creatures can see each other, then you can force the creature to make a DC 17 Constitution saving throw if you aren't Incapacitated. 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.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see you until the start of its next turn, when it can avert its eyes again. If it looks at you in the meantime, it must immediately make the save.

Eye of the Earthmother

Wondrous item, legendary (requires attunement)

This knothole like eye formed from roots floats around your head. It is said that this is actually an eye of an ancient and supremely wise treant. While this object floats around your head, you know the type, origin, and resistances of any creature in sight. You can also cast the spell *dominate beast* (save DC 20) at 7th level once per day.

Factotum Helm

Wondrous item, very rare (requires attunement)

This finely craft and etch helm allows you to gain mastery over a skill you didn't have previously. While wearing this helm, after a long rest, choose a skill that don't have proficiency in. For the next 24 hours, while you are wearing this helm, you are considered to be proficient in that skill, and your proficiency bonus is doubled for that skill.

Gem of Colloquy

Wondrous item, uncommon (requires attunement)

This gem hovers around your head, increasing your auditory skills and use of language. While this gem is hovering around your head, you gain a +1d4 bonus to Charisma (Deception) and Charisma (Persuasion) checks. You can also speak and understand one additional language of the DM's choice.

Goggles of Aura Sight

Wondrous item, uncommon (requires attunement)

These goggles were created by wizards to assist healers with their practices. Once per day while wearing these goggles, you can choose a creature in sight and gain additional information about them. You learn their current and maximum hit points, if they are currently poisoned or diseased, and if they have any resistances or immunity to poison and disease.

Goggles of the Bone Collector

Wondrous item, rare (requires attunement)

These goggles are made of various creatures and assist the wearer with learning more about other creatures. While wearing these goggles, you gain a +1d6 bonus to any checks made to learn more about a creature. Once per day, you can target a creature in sight and instantly learn the type, origin, and resistances of the creature.

Grimlock Helm

Wondrous item, very rare

The opaque visor of this menacing helm covers your eyes, but grants you senses similar to the creature that shares the name of this helm. As a bonus action, you can lower the visor of this helm. While the visor is down, you are considered blind, but gain blindsight of 30 feet. You can regain your normal perception by raising the visor as a bonus action.

HEADBAND OF INSIGHT

Wondrous item, very rare

This simple looking headband increases the wearers ability to detect lies. While wearing this headband, you gain a +1d6 bonus to your Wisdom (Insight) checks.

HEADBAND OF INTELLECT

Wondrous item, rare (requires attunement)

This silk cord, when worn across the head, increase the mental abilities of wearer to higher limits. While wearing this headband, you gain a +1d6 bonus to all Intelligence checks and saving throws you make. Whenever you deal psychic damage to a creature while wearing this headband, the psychic damage is increased by 1d6.

HEADBAND OF PERCEPTION

Wondrous item, uncommon (requires attunement)

This headband is covered with enchanted eye runes to help you keep an eye out. While wearing this headband, you gain a +1d4 bonus to your Wisdom (Perception) checks.

HEADBAND OF PSYCHIC ATTACK

Wondrous item, very rare (requires attunement)

This simple leather headband has crystals woven into it that allows you to lash out at a creature's mind. This headband has 3 charges, and regains 1 charge at dawn. While wearing this headband, you can use an action to expend a charge and cast *phantasmal killer* (save DC 17).

HELM OF HIDDEN HORRORS

Wondrous item, very rare (requires attunement)

The leather helm is meant to be a counter to any creature that tries to trick you with illusions or control your mind. While wearing this helm, you gain a +1d6 bonus to your Wisdom saving throws. Whenever you succeed on a Wisdom saving throw, the creature that forced you to make the save takes 3d6 force damage from the helm blasting out in retaliation. The creature must be in sight to take this damage.

HELM OF OPPORTUNITY

Wondrous item, uncommon (requires attunement)

This bronze helm is enchanted in order to help you attack foes who try to get away. While wearing this helm, you gain a +1d4 bonus to opportunity attack rolls.

HELM OF SWIFT PUNISHMENT

Wondrous item, very rare (requires attunement)

Wearing this helm allows you to attack with unusual swiftness when striking fleeing foes. While wearing this helm, whenever you make an opportunity attack, you can make 2 melee attacks rather than one.

HELM OF THE STUBBORN MIND

Wondrous item, uncommon

The metal of this helm helps to prevent psychic charms from affecting you. While wearing this helm, you gain a +1d4 bonus to Wisdom saving throws made against being charmed.

HELM OF VIGILANT AWARENESS

Wondrous item, rare (requires attunement)

The gems above the eye and ear holes of this helmet helps to keep your senses fresh when something would seek to rob them. Twice per day while wearing this hood, whenever you become blinded or deafened, the condition immediately ends.

HUNTER'S HEADBAND

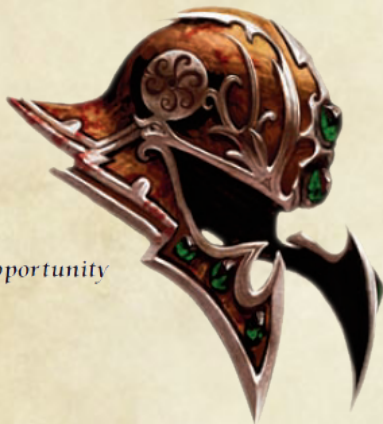
Wondrous item, uncommon

The leather headband is enchanted to turn your senses when looking for food in the wilderness. While wearing this headband, you gain a +1d4 bonus to Wisdom (Survival) checks made to forage and hunt for food.

INQUISITOR'S HELM

Wondrous item, very rare (requires attunement)

This boiled leather skullcap has the ability to pry into the mind of creature and read their minds. This helm has 5 charges, and regains 1d4 charges at dawn. While wearing this helm, you can use an action to expend a charge to cast *detect thoughts* (save DC 17).



Helm of opportunity

IOUN STONE

Wondrous item, rarity varies (requires attunement)

An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones 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 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 Hit Points, and Resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Perfect Language (legendary). You gain a +1d10 bonus to Charisma (Persuasion), Charisma (Intimidation), and Charisma (Deception) checks, and understand all spoken languages. When you speak, all creatures hear you speak in a language that they understand while this white and pink rhombic prism floats around your head.

Steadfastness (legendary). While you are within 5 feet of a friendly creature, you are immune to being frightened and charmed. If you are frightened or charmed and move within 5 feet of an allied creature, the condition ends as this pale aquamarine prism clears your mind and reminds you of your allies' support.

LAUREL CIRCLET

Wondrous item, rare (requires attunement)

This tin coronet is typically worn by diplomats in order to help them with social situations. While wearing this circlet, you gain a +1d6 bonus to Charisma (Persuasion) and Wisdom (Insight) checks, as well as to saving throws against illusions and being charmed.

MASK OF SLITHERING

Wondrous item, rare (requires attunement)

This serpent skin mask allows you to slink out of the way of an attack and let someone else take the hit. Once per day while wearing this mask, you can use a reaction to increase your ability to dodge an attack. Your AC increases by 1d4 for a melee or ranged attack against you. If the attack misses, the attacker must reroll against another creature of your choice within 5 feet of you.

MASK OF TERROR

Wondrous item, very rare (requires attunement)

This seemingly normal white porcine mask can take on the appearance of demonic flesh and horror at your command. This mask has 3 charges, and regains 1 charge at dawn. While wearing this mask, you can use an action to expend a charge and cast *fear* (save DC 17) as you cause the mask to appear horrific to those around you.

PHRENIC CROWN

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

This pink coral coronet has a similar appearance to brain matter, but still seems beautiful regardless. While wearing this crown, any creature that makes a Wisdom saving throw against your spells suffers a -1d4 penalty to their saving throw.



QUICKENING DIADEM

Wondrous item, legendary (requires attunement)

This diadem of enchanted astral diamonds float around your head and gives your body clarity when your mind does not. While wearing this diadem, your body can move regardless of what troubles you. You can still move your normal walking speed while paralyzed, stunned, poisoned, or suffering from at least 2 levels of exhaustion.

READING SPECTACLES

Wondrous item, uncommon (requires attunement)

These copper eyeglasses are mostly worn by wizards, scribes, and scholars who don't want to be bothered with translation. While wearing these glasses, you are considered to be under the effects of the *comprehend languages* spell for the purposes of written languages. You must be touching the surface of the language you are reading, and it takes about 1 minute to read one page of text.

SCRIBE'S NOTES

I am personally wearing a set of these that were found. I highly recommend them.

SKULL MASK

Wondrous item, rare (requires attunement)

This enchanted white metal mask is shaped in the likeness of a skull, helping to bring fear to the foes who look upon it. While wearing this mask, you gain resistance to necrotic damage, and a +1d4 bonus to Charisma (Intimidation) checks. Hostile creatures who can see you also suffer a -1d4 penalty to their saving throws against effects that cause fear.

STAG HELM

Wondrous item, rare (requires attunement)

The iron or hide helm has a set of antlers and makes you as alert of the animal this helm gets its horns from. While wearing this helm, you gain a +5 bonus to your passive Perception. Before the start of combat, when you are asked to roll for initiative, you are able to use your movement before rolling.



TRICKSTER'S MASK

Wondrous item, legendary (requires attunement)

A velvet masquerade mask that is thought to be enchanted by the goddess of luck herself, this mask was once used by the most famous thief in the world. While you are wearing this mask, you make your Dexterity (Stealth) and Dexterity (Sleight of Hand) checks with advantage. Once per day, when you make a Dexterity (Stealth) or a Dexterity (Sleight of Hand) check, you can treat that check as if you had rolled a natural 20.

NECK ITEMS

ABYSSAL ADORNMENT

Wondrous item, very rare (requires attunement)

A black twisted chain forged from iron distilled from demonic blood. While wearing this chain, you are able to read, write, and speak Abyssal. 3 times per day, when you are hit with an attack that deals acid, cold, fire, lightning, or thunder damage, you can use a reaction to gain resistance to that damage type until the end of your next turn.

AMULET OF ARANEA

Wondrous item, very rare (requires attunement)

This enchanted spider shaped amulet is typically found around the necks of powerful Lolth worshipers. While wearing this amulet, you gain resistance to poison damage and immunity to being poisoned. Twice per day, you can use an action to polymorph into a giant spider for 5 minutes, following the rules of the *polymorph* spell. You can also end the polymorph early as a bonus action.

AMULET OF ATTENUATION

Wondrous item, very rare (requires attunement)

This crude amulet is thought to be crafted using Goliath methods and enchantments due to its abilities. While wearing this amulet, when you take damage you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. You can only use this feature 3 times per day.

AMULET OF BODILY SANCTITY

Wondrous item, very rare (requires attunement)

The amulet has a similar design to the Periapt of Wound Closure, with a heart shaped ruby in a golden cage. It is possible they might be part of a set. While you are wearing this amulet, you have advantage on saving throws against being paralyzed, poisoned, deafened, blinded, and petrified.

AMULET OF ELUSIVE PREY

Wondrous item, very rare (requires attunement)

This amulet is made of various types of wood, and has been carved with runes that appear to make an X mark in the center. While wearing this amulet, if you end your turn at least 20 feet away from where you originally began your turn, you gain a +1d6 bonus to your AC and Dexterity saving throws until the end of your next turn.

AMULET OF INNER VOICE

Wondrous item, very rare (requires attunement)

Made from a clear square diamond, this amulet helps to keep your mind to yourself at all times. While wearing this amulet, your mind cannot be read against your will. You have advantage on saving throws against being charmed, frightened, and sleep effects, and gain resistance to psychic damage.

AMULET OF MATERIAL DARKNESS

Wondrous item, legendary (requires attunement)

Wearers of this obsidian and onyx amulet will find the shadows leaping to protect them. While wearing this amulet, while you are standing in dim light or darkness, you are considered to have $\frac{3}{4}$ cover against ranged attacks and attacks that target an area, as the shadows form cover to protect you. This feature still applies even if you are targeted by a creature that can see you, due the shadows forming a solid material against attacks.

AMULET OF MENTAL RESOLVE

Wondrous item, uncommon (requires attunement)

Simply wearing this iron talisman helps to protect your mind. While wearing this amulet, you gain a +1d4 bonus to saving throws against illusion spells, being charmed, and magical sleep.

AMULET OF PHYSICAL RESOLVE

Wondrous item, uncommon (requires attunement)

Simply wearing this iron talisman helps to protect your body. While wearing this amulet, you gain a +1d4 bonus to saving throws against being stunned, poisoned, and paralyzed.

AMULET OF RESOLUTION

Wondrous item, uncommon

Regardless of what ails you, this mithral necklace seeks to assist with warding it off. Once per day while wearing this amulet, when you fail a saving throw, you can reroll the saving throw. If you do so, you must keep the new result, even if it is lower.

AMULET OF THE UNBROKEN

Wondrous item, legendary

Made from flawless rubies, this amulet is inscribed with the dwarven words "Heroes Never Die". While wearing this amulet, you can use the following feature once per day

When you are reduced to zero hit points, you can expend any number of hit dice and regain hit points equal to the amount rolled.

BROOCH OF NO REGRETS

Wondrous item, uncommon (requires attunement)

This decorative gold shaped pin is enchanted to assist your allies when their mistakes have led them to trouble. While wearing this brooch, when an ally within 30 feet of you fails a saving throw, you can use a reaction to have them reroll the saving throw with a +1d4 bonus to the roll, and use the second result. You can only use this feature once per day.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

This ornate silver shield has enchantments that help to add additional armor to protect you. Once per day while wearing this brooch, you can use a reaction to cast *shield*.

BROOCH OF VITALITY

Wondrous item, very rare (requires attunement)

This heart shaped, red wood brooch seems to pulse softly like a heart when you wear it. While wearing this brooch, your maximum hit points are increased by an amount equal to your total level plus your Constitution modifier (minimum of +1)

CHAMBER CLOAK

Wondrous item, legendary (requires attunement)

This very large and ostentatious cloak wraps around you when your in danger, giving you a place to recover. This cloak has 5 charges, and regains 1d4 charges at dawn. While wearing this cloak, you can use a reaction to expend a charge to use the following feature:

When you take damage from the attack, you can have the cloak wrap around you and you teleport to a extra-dimensional plane to recover. You reappear at the start of your next turn within 25 feet of your original location.

CHOKER OF ELOQUENCE

Wondrous item, rare (requires attunement)

Another commonly used magic item of the diplomats of the world, this enchanted neck wrap can help when you feel at a loss for words. While wearing this choker, you gain a 1d6 bonus to Charisma (Persuasion) and Charisma (Deception) checks. Once per day, when you roll a Charisma (Persuasion) or Charisma (Deception) check, you may roll the check with advantage.

CLASP OF NOBLE SACRIFICE

Wondrous item, rare (requires attunement)

This golden cloak buckle exchanges your life force to help bolster an ally against effects. While wearing this clasp when an allied creature within 30 feet of you makes a saving throw, you can use your reaction to expend any number of hit dice to add to the total of the saving throw, but before you know the result. The bonus added to the saving throw is equal to the results rolls from the hit dice used.

CLOAK OF ARACHNIDA

Wondrous item, rare (requires attunement)

This spider web cloak is often found on the backs of Drow sorceresses. While wearing this cloak, you ignore movement restrictions caused by webbing. You gain a +1d6 bonus to saving throws and checks made to resist being grappled and restrained. Once per day, when you hit a creature with an opportunity attack, their movement speed is reduced to zero until the start of their next turn, due to the cloak applying webbing to your melee weapon.

CLOAK OF AUTUMN'S CHILD

Wondrous item, legendary (requires attunement)

This cloak is woven from Feywild leaves, and teleports you to a location where you can recover from ailments. While wearing this cloak, you can use your movement to teleport to a magical location of healing within the Feywild. While you are there, any ongoing conditions are suppressed, but not ended. Any saving throws made while in this location are made with advantage and a +1d8 bonus. While gone, you are also aware of your surrounding back on the plane that you came from as if you were standing in your last position. On your turn, you can use your movement to return a location on the plane of existence you were previously on within 5 feet of your previous location that you can see.

CLOAK OF DISTORTION

Wondrous item, rare (requires attunement)

A weaker version of the Cloak of Displacement, this cloak only works at a distance. While wearing this cloak, ranged attacks against you from a distance of 25 feet or more have disadvantage due to appearing in multiple places at a distance. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move.

CLOAK OF ELEMENTAL EVOLUTION

Wondrous item, legendary (requires attunement)

This cloak is made from the material form of various elements, so as such, this cloak is very adaptable with protecting its wearer. While wearing this cloak, you can use a bonus action to gain resistance to one of the following damage types until your next short or long rest: acid, fire, cold, lightning, or thunder. When you are hit with an attack, you can use a reaction in order to gain resistance to one of damage types list above until the end of your next turn, after which the cloak returns to its original choice of damage protection.

CLOAK OF THE CAUTIOUS

Wondrous item, rare (requires attunement)

This cloak is also known as the “Cloak of the Coward” due to its ability to grant quick retreats. Twice per day while wearing this cloak, you can use the power of the cloak to hasten a retreat. As a bonus action, increase your walking speed by 25 feet until the end of your next turn. While this effect is active, if you use an action to attack or cast a spell, the effect immediately ends and your are stunned until the end of your next turn.

SCRIBE'S NOTES

History is often written by the victor, and historical records don't paint this cloak well. For accuracy, I have listed both names here.

CLOAK OF THE CHIRURGEON

Wondrous item, uncommon (requires attunement)

This cloak has been enchanted in order to assist medics assess a client's problems. While wearing this cloak, you gain a +1d4 bonus to Wisdom (Medicine) checks. Once per day, you can use an action to touch a creature and heal them 1d4 hit points.

Cloak of the phoenix



CLOAK OF THE PHOENIX

Wondrous item, legendary (requires attunement)

This very beautiful feather cloak is made with ashes left behind from a fire elemental titan. Once per day while wearing this cloak, your death becomes that of a legendary phoenix. When you are reduced to zero hit points, your body erupts in an explosion of flames and you disappear in a pile of ash and smoke. The flames erupt outward from your location in a 20-foot radius. Each creature in the radius must make a DC 21 Dexterity saving throw. On a failed save, they take 4d10 fire damage or half as much on a successful save. At the start of your next turn, you reappear in the location where you died, or the closest unoccupied space. You are restored to full hit points and all previous conditions and spells affecting you are ended. One hour after this effect takes place, you gain a point of exhaustion from the rebirth process.

CLOAK OF THE WALKING WOUNDED

Wondrous item, rare (requires attunement)

Veins appear on the back of this cloak when its wearer is resting, as a result of its healing properties activating. While wearing this cloak, double the amount healed from rolling hit dice during a short rest.

COLLAR OF RECOVERY

Wondrous item, uncommon (requires attunement)

This collar is set with a bloodstone jewel, and aid with healing of its wearer. While wearing this collar, for the first 3 times you heal hit points in a day, you regain an additional 1d4.

DEATH-DEFYING CLOAK

Wondrous item, legendary (requires attunement)

A legendary cloak worn by nobles and royalty in order to help them with assassination attempts. Once per day while wearing this cloak, you can fool others into thinking you have perished. The first time you are dropped to zero hit points, you instead drop to 1 hit point and gain the effects of the *invisibility* spell until the end of your next turn. While you are invisible, an illusion of your deceased body persists where your fell to zero hit points, appearing in a state that fits the situation of your demise, such as burns marks from a *fireball* spell. The illusion is not solid, and anyone who touches the illusion determines the trick automatically. Otherwise, a Wisdom (Perception) check of 25 or higher is required to determine the falsehood of the illusion.

EVIL EYE FETISH

Wondrous item, rare (requires attunement)

A cursed eyeball gem attached to this collar punishes those who seek to take advantage of you. While wearing this collar, whenever a creature has advantage against you for an attack roll, they take 5 points of necrotic damage from the evil eye.

FIREFLOWER PENDANT

Wondrous item, rare (requires attunement)

This string of red opals hangs from your chest, and enhances your revenge with fiery power. While wearing this pin, if you take fire damage, you deal an additional 2d6 fire damage with your next weapon or spell attack. This effect lasts until the end of your next turn.



FLAMEWRATH CAPE

Wondrous item, very rare (requires attunement)

This orange and red cape seems to occasionally release small amounts of smoke, giving hints to the powers this cape provides. While wearing this cape you gain a +1d6 bonus to Charisma (Intimidation) checks. 3 times per day, you can evoke the power of this cape and wreath you in burning flames for 1 minute. While this effect is active, your melee weapon attacks deal an additional 1d6 fire damage, and any creature that hits you with a melee attack takes 1d4 fire damage. Drenching the cape in water ends this effect early.

GLOAMING SHROUD

Wondrous item, uncommon (requires attunement)

This cloak has the ability to drink in light sources around it. While wearing this cloak, you gain a +1d4 bonus to Dexterity (Stealth) checks made while standing in dim light or darkness. Once per day, you can magically dim all light sources around you in a 10 foot radius around you for 1 minute. Any bright light created or brought into the magical aura is reduced to dim light while the effect is active.

GORGET OF RECIPROCITY

Wondrous item, legendary (requires attunement)

This highly reflective platinum neck piece is etched in runes that have the ability to return damage dealt to the attacker. Twice per day while wearing this gorget, whenever you take damage from an attack, you can use a reaction to cause the attacker to take damage equal to the amount of damage dealt to you. Any effects that you suffer as a result of the attack are also transferred to the attacker as well.

HEALER'S BROOCH

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

An adornment of simple design, this brooch boosts the healing power of your spells. While wearing this brooch, whenever you cast a spell that recovers hit points, you can add your spell casting modifier to the total amount of hit points healed.

LIAR'S TRINKET

Wondrous item, very rare (requires attunement)

This pin is designed to hide away all traces of enchantment to observers, as well as the wearer from arcane prying of any sort. While wearing this pin, you gain a +1d6 bonus to Charisma (Deception) checks. Any creature that trying to make an Intelligence (Arcana) check to determine if this item is magical has disadvantage due to the hidden designs of the runes of this pin. Whenever you are affected by a divination spell, such as *zone of truth* or *scrying*, you may make a Charisma (Deception) check and use that roll in place of a saving throw.

LIFE CHARM

Wondrous item, legendary (requires attunement)

A small heart shaped pendant is covered in extremely small, extremely powerful magic runes that forces the spirit to remain within the body. The runes of this pin are also unstable. While wearing this pin, whenever you roll a death saving throw, you succeed on a natural 2 – 20. If you roll a natural 1 on a death saving throw while wearing this pin, the pin shatters and is destroyed.

MEDALLION OF DEATH DEFERRED

Wondrous item, rare

This talisman keeps deaths grip away from you a single time. While wearing this medallion, if you fail on a third death saving throw, you can count it as a success rather than a failure. Once this effect takes place, the medallion shatters and is destroyed.

MOONLIGHT LAVALIERE

Wondrous item, very rare (requires attunement)

This crescent moon shaped pendant gives off a soft glow at night. This necklace has 3 charges, and regains 1 charge at sundown. While wearing this necklace, you can use an action to expend a charge and cast *moonbeam* without concentration, focused on yourself. You are considered immune to the effects of the spell, and the beam of moonlight moves when you do.

PEACEMAKER'S PERIAPT

Wondrous item, rare (requires attunement)

This alabaster dove shaped pin increases your charm and can make attacks happen less often. While wearing this amulet, you gain a +1d4 bonus to Charisma (Persuasion) checks. You can also use a bonus action to mark a creature within the Peacemaker's mark, which lasts 1 minute. The marked creature suffers a -1d4 to all attack rolls against you. The mark ends early if you attack the marked creature, or you mark a different creature.

PERIAPT OF RECOVERY

Wondrous item, rare

This small pendant helps to keep you alive. While wearing this pendant, you gain a +2 bonus to death saving throws.

RESILIENCE AMULET

Wondrous item, rare (requires attunement)

This gold disk is embedded with a crystal star and helps to save you from magical effects. While wearing this amulet, whenever you are required to make a saving throw due to the effects of a spell, you can use a reaction to grant yourself advantage on that saving throw. On success, you cannot use this feature until the next day.



1. Resilience amulet; 2. Steadfast amulet

STAR OF THE ASTRAL SEA

Wondrous item, artifact (requires attunement)

A massive blue star sapphire that rarely forms from the clouds of the Astral Sea adorns the center of this silver amulet. It is said that only a single Star of the Astral Sea exists at a time. While wearing this amulet, you use an action to cast *astral projection* without spell components once a week. Creatures who are affected by an *astral projection* spell casted from this amulet gain the following benefits while in the Astral Plane:

Creatures' silver cord is unable to be cut by critical attacks.

Creatures walking speed is equal to their normal walking speed on the Material Plane.

Creatures can make a DC 15 Wisdom (Insight) check in order to sense for nearby color pools within 1 mile of the creature.

SCRIBE'S NOTES

My gods what a find! This gem might lead to more open communication with extra planar beings from the research this can yield!

STEADFAST AMULET

Wondrous item, rare (requires attunement)

This multicolor crystal pendant help to keep your mind focused when it would be otherwise difficult. While wearing this amulet, whenever you are required to make a saving throw for an effect that can stun you, you can use a reaction to grant yourself advantage on that saving throw. On success, you cannot use this feature until the next day.

TALISMAN OF REPULSION

Wondrous item, legendary (requires attunement)

A platinum talisman with ab astral diamond set in the center, this object seems to store all the excess energy of the movements of the wearer and can unleash this energy. This talisman starts with 0 charges, and can hold a maximum of 5 charges. Every time the wearer of this talisman moves at least 30 feet, this talisman gains 1 charge. All stored charges are lost after a long rest. While wearing this talisman, when you are hit with a melee attack, you can use a reaction to expend a number of charges, and unleash the stored energy of the talisman. The attacking creature must make a DC 19 Strength saving throw. On a failed save, they are pushed a number of feet equal to the number of charges expended times 10. On a successful save, they are pushed half the amount of feet.

TATTERED CLOAK

Wondrous item, legendary (requires attunement)

This seemingly normal cloak is in tatters, however it has extremely powerful enchantments on it that protect you. Once per day while wearing this cloak, you can use a bonus action to release a 20-foot radius of magical influence. Choose any number of creatures within the area of influence. They must make a DC 20 Wisdom saving throw. On a failed save, the creature may not choose you as a target for attacks or spells. The save repeats at the end of their turn, and lasts until they are successful. You can still be affected by spells and attacks that target an area rather than a single target.

WYRMTOUCHED AMULET

Wondrous item, legendary (requires attunement by a dragonborn)

The pendant of this amulet is shaped like a dragon with draconic rune. This amulet looks to bring the power of dragonborn closer to that of dragons. While wearing this amulet, the range of your breath weapon is doubled. Creatures have disadvantage on saving throws against your breath weapon. When you use your breath weapon, roll a d6. On a 5 or 6, you regain the use of your breath weapon.

RING ITEMS

Rings in the 4th edition are typically meant for higher level characters, so when converting them to the 5th edition, I tried to go for what the ring was aiming for rather than a direct conversion.

AMETHYST BAND OF INVISIBLE EYES

Ring, rare (requires attunement by a spell caster)

An amethyst ring that is used by spell casters who wants to hit targets behind cover. While wearing this ring, your spells ignore ½ cover. Once per day, you can cast *dark vision* on yourself while wearing this ring.

BANQUET RING

Ring, very rare (requires attunement)

This gold ring is covered in gems, and protects you from poisoned food, while creating the occasional magical meal. While wearing this ring, you gain immunity to poison that is ingested. Once per week, you can cast *heroes' feast* without spell components.

BLINK RING

Ring, rare (requires attunement)

This adamantine ring has a tendency to move from finger to finger without you noticing. While wearing this ring, you can cast *blink* on yourself once per day.

BONE RING OF BETTER FORTUNE

Ring, rare (requires attunement)

The ring is formed from woven bones, and can increase your luck when worn. While wearing this ring, you gain resistance to necrotic damage. Once per day while wearing this ring, when you roll a natural 1 on a saving throw, attack, or skill check, you can reroll the d20 and keep the second result.

BONE RING OF PRESERVATION

Ring, rare (requires attunement)

The ring is formed from woven bones, and helps to protect your health. While wearing this ring, you gain resistance to necrotic damage. Your maximum hit points cannot be reduced while wearing this ring.

CHAMELEON RING

Ring, rare (requires attunement)

A ring made from lizard skin gives you powers similar to the creature this ring's name came from. While wearing this ring, if you stand still for at least 1 minute, creatures have disadvantage on Wisdom (Perception) checks made to see you as your appearance changes color and texture to match your surroundings. Moving more than 5 feet, attacking, or casting a spell ends this effect.

CHERISHED RING

Ring, very rare (requires attunement)

This polished gold ring makes you more alluring, and can even cause your foes want to come towards you. While wearing this ring, you gain a +1d8 bonus to Charisma (Persuasion) checks. 3 times per day, you can use a bonus action to magically convince a creature within 50 feet to approach you. The targeted creature must make a Wisdom saving throw vs. your Charisma (Persuasion) check. On a failed save, they must spend their full movement moving closer towards you. The creature will not cross over dangerous hazards to approach you, and will walk around such hazards such as pits and acid.

COGNIZANCE RING

Ring, rare (requires attunement)

This electrum ring is enchanted in order to help protect your mind. While wearing this ring, you have advantage on Wisdom saving throws against being frightened, charmed, and illusions.

FACE-STEALING RING

Ring, rare (requires attunement)

This ring is thought to be crafted by Changelings to give allies similar abilities to their own. While wearing this ring, you can cast *alter self* without concentration in order to take the form of humanoid creature in sight once per day. You can dismiss the spell at any time.

GARGOYLE RING

Ring, legendary (requires attunement)

This stone ring is carved from the remains of a gargoyle, and enchanted to give the wearer the abilities of one. While wearing this ring, you continue to make saving throws while petrified at the end of your turn. You can also use an action to turn into a magical stone statue version of yourself. While a stone statue, you have resistance to all damage, and you gain tremorsense of 50 feet. You lose all other senses, and can take no other action other than a bonus action to revert back to your normal form.

LUMINARY RING

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

This gold ring has a sigil on the front that glows when you are casting healing spells. While wearing this ring, whenever you cast a ranged spell that heals hit points or cures a status condition, you can increase the range of that spell by 25 feet.

MAGICIAN'S RING

Ring, rare (requires attunement)

This cheap looking gold ring allows anyone who wears it to become a hedge wizard. While wearing this ring, you can cast the cantrip spells *prestidigitation*, *mage hand*, *light*, and *mending* at will.

NULLIFYING RING

Ring, artifact (requires attunement)

This metal ring is black as the darkest night, as light is absorbed by this ring. Legends tell that this ring is formed from a suppressed Orb of Annihilation. While wearing this ring, you gain resistance to slashing, piercing, and bludgeoning damage. You have advantage on saving throws made to resist magical effects. Once per week, you can cast *antimagic field*.

OPAL RING OF REMEMBRANCE

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

This silver ring has a fire opal set in the center that is enchanted to help remember information and spells. While wearing this ring, you gain advantage on Intelligence skill checks. Once per day, you can use a bonus action to regain a 2nd level or lower expended spell slot.

PREMONITION RING

Ring, uncommon (requires attunement)

An obsidian ring that allows you to react quickly to danger. While wearing this ring, you gain a +3 bonus to your Initiative and passive perception.

RING OF ADAPTATION

Ring, uncommon (requires attunement)

This metal ring has Primordial runes that help the wearer to resist elemental effects. While wearing this ring, you gain a +1d6 bonus to Constitution saving throws made to resist extreme weather. Once per day, you can use a reaction to gain resistance to one of the following damage types until the start of your next turn: fire, cold, or lightning

RING OF AQUATIC ABILITY

Ring, uncommon (requires attunement)

This ring has an enchanted aquamarine band, allowing you to dive longer without concern. While wearing this ring, you can swim underwater for 10 minutes without requiring a breath.

RING OF ARCANE INFORMATION

Ring, uncommon (requires attunement)

This ring is used by students of mages who want to learn more about the spells and items being used. While wearing this ring, you can cast *detect magic* without concentration once per day.

SCRIBE'S NOTES

There were quite a few of these in the vault. Useful for the average worker to help with finding and cataloging all these discoveries.

RING OF BROTHERHOOD

Ring, very rare (requires attunement)

These platinum rings are used in order to determine useful information of those who are wearing it. These rings come in a set of 2. In order to take effect, 2 separate creatures must attune to each ring. While 2 creatures are attuned to each ring, a ring wearer can gather the following information from the other ring wearer:

The current hit points of and the general status of the creature (alive, dying, or dead). This information comes to the ring wearer in the sense of amount of life force rather than a direct number or answer.

Any status conditions affecting the creature and their emotional state. This information comes to the ring wearer in the sense of telling the physical and mental state of the creature.

The straight line distance of the creature, so long as you are on the same plane of existence.

Once per day, you can use a bonus action to teleport to the location of the other ring wearer, so long as they are within 500 feet of each other.



Ring of calling

RING OF CALLING

Ring, rare (requires attunement)

Wearing this mithral ring teleports your allies to you when they are in need. Once per day while wearing this ring, you can use a reaction when a friendly creature with 20 feet of you is attacked. The targeted creature teleports to be within 5 feet of you.

RING OF DREAD

Ring, legendary (requires attunement)

A rough iron ring that allows your ability to cause fear in foes weaken their spirit and body. Once per day while wearing this ring, you can use an action to cause a creature in sight to become weakened in fear. Make a Charisma (Intimidation) check. This check becomes the save DC for the targeted creature. The targeted creature must make a Constitution, Charisma, and Wisdom saving throw. On a failed save, they have disadvantage on the respective throw they failed on for 1 hour.

RING OF FEY TRAVEL

Ring, rare (requires attunement)

This ring is made of shining feywood, and allows you to move like an Eladrin. While wearing this ring, your speed increases by 5 feet while you wear light armor or no armor. Once per day, you can also use a bonus action to teleport a distance equal to your walking speed to a spot you can see.

RING OF FIREBLAZING

Ring, uncommon (requires attunement)

This red steel ring allows the wielders touch to become fire. While wearing this ring, you can use an action to touch a flammable object hit and ignite it if it isn't being worn or carried. Once per day, you can add +1d4 fire damage to a melee attack.

RING OF FORGETFUL TOUCH

Ring, very rare (requires attunement)

The wearer of this simple copper band can erase the memory of a creature with a single touch. Once per day while wearing this ring you can use an action to touch a creature and cast a minor version of *modify memory* (save DC 17). You can only affect 1 minutes worth of memory within the last hour, and you can only erase all memory of the event, not modify it.

RING OF HEROIC INSIGHT

Ring, rare (requires attunement)

This scored adamantine ring allows you to hone in on a target and focus on their weaknesses. Once per day while wearing this ring, you can use a bonus action to mark a creature or object with Heroic Insight. A creature marked with Heroic Insight takes an additional 1d6 damage from your attacks, and has disadvantage on your choice of one ability saving throw. A marked object takes critical damage from attacks made against it. The mark lasts 1 minute.

RING OF PERFECT GRIP

Ring, uncommon (requires attunement)

This rough steel ring gives you a grip of steel when climbing or falling. While wearing this ring, you have advantage on Strength (Athletics) checks made to climb or catch yourself on an edge when falling.

RING OF PERSONAL GRAVITY

Ring, very rare (requires attunement)

A metal band that contains a modified version of a very powerful spell. Once per day while wearing this ring, you can use an action to modify gravity for yourself for 1 minute. Point in a direction of your choosing. That direction becomes the new “down” direction for your own gravity. The new gravity only affects you and objects that you are carrying or pick up while the effects are active. For example, you can pick up a stone and throw it upwards, it will fall back down in accordance with your new gravity direction for the duration of the effect. Creature grappled or held during the effects of this ring are still considered under the effects of normal gravity.

SCRIBE'S NOTES

While I feel like it shouldn't have to be said, be extremely careful with this one. One of the testers thought it would be a good idea to point up outside.

RING OF RETREAT

Ring, very rare (requires attunement)

This silver band allows you to fall back to a set location while also boosting your own teleportation skills. While wearing this ring, whenever you use a spell or ability that allows you to teleport, you can teleport an additional 10 feet. Once per day while wearing this ring you can use an action to teleport to a set location that is determined at the time of this rings creation. Once you have used this effect, you can use an action to teleport back and forth from your previous location to the set location for 10 hours. You can change the set location of this ring by concentrating on the ring at a new location for 10 minutes per day for 1 year.

RING OF SHADOW GUARD

Ring, uncommon (requires attunement)

This black iron ring can summon black tendrils of the Shadowfell to protect you. Twice per day while wearing this ring, you can use an action to cast *arms of Hadar* (save DC 14).

RING OF SHADOW TRAVEL

Ring, rare (requires attunement)

This black iron band has enchantments common to powers used by creatures of the Shadowfell. Once per day while wearing this ring, you can use your movement to teleport to a location in 20 feet that is in dim light or darkness.

RING OF SPELL STORING, GREATER

Ring, legendary (requires attunement)

This intricately carved gold ring is a much more powerful version of another ring. This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 9 levels worth of spells at a time. When found, it contains 1d8 - 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 9th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

RING OF TENACIOUS WILL

Ring, very rare (requires attunement)

This platinum and gold rings lets the personality of the wearer be the surviving factor for attacks, rather than their physical nature. While wearing this ring, you can use Charisma saving throws in the place of Constitution saving throws. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

RING OF THE DRAGONBORN EMPEROR

Ring, rare (requires attunement by a dragonborn)

This ring is made by dragonborn nobles who provide these signet rings to their protectors. These rings come in the colors that common among the dragonborn; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver and White. While wearing this ring, you gain resistance to the damage type of the color of the ring as if you were a dragonborn of that ancestry. You also gain the use of a second breath weapon of that of the rings colors as if you were a dragonborn of that ancestry.



RING OF THE PHOENIX

Ring, legendary (requires attunement)

A red and gold ring that displays the symbol of the elemental titan, the Phoenix. Once per day while wearing this ring, when you first fall to zero hit points, your body burns away to ash, and you teleport with a burst of flames to a location within 25 feet of you with half your maximum hit points.

RING OF THE SPECTRAL HAND

Ring, rare (requires attunement)

This onyx band is in the shape of an arm and hand grasping itself. Once per day while wearing this ring, you can use an action to cast *Bigby's Hand* (+5 to attack, save DC 17).

RING OF VIGILANT DEFENSE

Ring, very rare (requires attunement)

The ring has a shield symbol on the wrong made of overlapping and differing materials. While wearing this ring, you gain a +1d8 bonus to all saving throws. You also gain a +2 bonus to AC.

RITUALIST'S RING

Ring, legendary (requires attunement by a spell caster)

Very powerful mages and clerics wear this ring in order to help with the focusing of rituals. While wearing this ring, the casting of a ritual only takes an additional 5 minutes rather than 10. Once per week, you can also cast a ritual using components that cost half the standard gold cost.

SHADOW BAND

Ring, rare (requires attunement)

This obsidian rings seems to be constantly surrounded by dark mist, but this is actually shadows it pulls from the wearer. While wearing this ring, you gain resistance to radiant damage. You can also cast the spell *darkness* 3 times per day.

SORROWSWORN RING

Ring, legendary (requires attunement)

This ring is made from the bones and teeth of multiple Sorrowsworn, embodiments of negative emotions within the Shadowfell. While wearing this ring, after a long rest, you can choose to gain one of the following benefits. The benefit lasts until your next long rest.

The Angry. Whenever you take damage from a creature, you have advantage on melee attack rolls against that creature and you deal an additional 1d12 psychic damage with melee attacks against them until the end of your next turn.

The Hungry Whenever a creature you can see regains hit points, you have advantage on melee attack rolls against that creature and deal an additional 2d10 psychic damage with melee attacks against that creature until the end of your next turn.

The Lonely. You have advantage on melee attack rolls so long as you have 2 creatures within 30 feet of you. Otherwise, you have disadvantage. Your melee attacks deal an additional 1d6 psychic damage.

STAR RUBY RING

Ring, rare (requires attunement)

This ruby ring is often used by diplomats and bards who want their words to hit home. While wearing this ring, you gain a +1d4 bonus to all Charisma skills checks.

WAR RING

Ring, rare (requires attunement)

This steel ring is in the shape of a sword, and makes your critical attacks even more deadly. While wearing this ring, whenever you hit a critical attack with a weapon, you can add an additional damage die equal to the damage die of the weapon you hit with.

WAIST ITEMS

BACKBONE BELT

Wondrous item, rare (requires attunement)

This leather belt adorned with animal bones helps to protect you when you are defending yourself. While wearing this belt, when you take a Dodge action, you have advantage on Constitution saving throws made, as well as Dexterity saving throws.

BALDRIC OF TACTICAL POSITIONING

Wondrous item, rare (requires attunement)

This belt helps your allies whenever you are nearby a foe. While wearing this belt, all friendly creatures within 20 feet of you have advantage on attack rolls against hostile creatures that are within 5 feet of you, so long as you are not incapacitated.

BALDRIC OF VALOR

Wondrous item, very rare (requires attunement by a fighter)

Wearing this belt rewards you when you take action in combat. While wearing this belt, when you use an action surge, you gain a +1d8 bonus your AC, saving throws, and attack rolls until the end of your next turn.

BELT OF BLOOD

Wondrous item, rare

This leather belt seem to have bloodstains that never seem to come out. While wearing this belt, your Constitution modifier is doubled when rolling hit dice during a short rest.

BELT OF ENDURANCE

Wondrous item, rare

You gain the endurance of a pack animal while wearing this enchanted belt. While wearing this belt, you gain a +1d4 bonus Constitution saving throws and Strength (Athletics) checks made.

BELT OF FITNESS

Wondrous item, rare (requires attunement)

This champion's belts allow you to use the overall endurance of your body rather than the brute strength of it in a pinch. Once per day while wearing this belt, when you are forced to make a Strength saving throw, you can make a Constitution saving throw instead.

BELT OF RECOVERY

Wondrous item, rare (requires attunement)

After taking a grievous blow, this belt looks to keep you alive long enough to recover. While wearing this belt, you can use a reaction to use the following feature once per day:

When you are hit with a critical attack, after taking the damage, you gain a +1d6 bonus to your AC and saving throws until the end of your next turn.

BELT OF RESILIENCE

Wondrous item, uncommon

Wearers of these belts tend to survive more often when in need of assistance. While wearing this belt, Wisdom (Medicine) checks made to heal, stabilize, or help you gain a +1d4 bonus.



BELT OF THE BRAWLER

Wondrous item, uncommon

Typically worn by pit fighters, this belt makes your fists pack a much harder punch. While wearing this belt, your improvised melee and unarmed attacks are made as if you were wielding a club.

BELT OF VIM

Wondrous item, rare (requires attunement)

This wide belt helps you feel more hearty and healthy. While wearing this belt, you have advantage on Constitution saving throws.

BELT OF VITALITY

Wondrous item, legendary (requires attunement)

Made of dragonskin, the enchantments on this thin belt helps to keep you from bleeding out. While wearing this belt, you only require 2 successful death saving throws to stabilize.

CENTERING CINCTURE

Wondrous item, rare (requires attunement)

This simple sash can be used to help boost your bodies natural defenses when needed. Once per day while wearing this belt, you can use a reaction to gain a +1d6 bonus to your Constitution saving throw.

CINCTURE OF THE DRAGON SPIRIT

Wondrous item, rare (requires attunement)

This dragonhide belt lets your use your overwhelming strength rather than your personality to avoid consequences. Once per day while wearing this belt, when you are forced to make a Charisma saving throw, you can make a Strength saving throw instead.

CINCTURE OF VIVACITY

Wondrous item, very rare (requires attunement)

Healing provided to anyone wearing this damask cord can go above and beyond what is typically expected of the body. While wearing this cord, whenever you receive healing that goes above your maximum hit points, you can keep the additional hit points as temporary hit points until your next long or short rest.

CINGULUM OF COMBAT RUSHING

Wondrous item, rare (requires attunement)

This belt is highly decorated and allows the wearer to push through foes in combat. While wearing this belt, you are able to move through hostile creatures spaces, regardless of size category. You do not consider them to be difficult terrain when moving. You cannot end your turn in another creatures space.

CONTORTIONIST'S CORD

Wondrous item, rare

Made from an entire snake biting its own tail, this belt allows you to move quickly even when moving in tight spaces. While wearing this belt, you can move at normal speed while squeezing into tight spaces, and you don't suffer from disadvantage on attack rolls and Dexterity saving throws while doing so.

CORD OF DIVINE FAVOR

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

Often used by combat medics, wearing this belt allows you to focus on healing others while you also recover. While wearing this cord, whenever you cast a spell that heals another creatures hit points, you also regain hit points equal to your spell casting modifier.

CORD OF FORESIGHT

Wondrous item, very rare (requires attunement)

A woven silk cord that lets you prepare your body for damage by providing the wearer with insight. While wearing this cord, at the end of a long rest you can roll any number of hit dice, and regain temporary hit points equal to the amount rolled for the hit dice. These temporary hit points last under your next long rest.

GIRDLE OF THE DRAGON

Wondrous item, rare (requires attunement)

It is said that this girdle contains the spirit of a young dragon that can be unleashed upon a foe. While wearing this belt, you gain a +1d4 to Constitution saving throws. Once per day, when you hit a creature with a melee attack, you can use a bonus action to have the dragon spirit rise up and try to grapple the target. The target must make a DC 16 Strength saving throw. On a failed save, they take 2d6 slashing damage and are grappled by the dragon spirit. They repeat the save at the end of their turns until successful.

GIRDLE OF THE OXEN

Wondrous item, rare

Wearing this belt grants you oxen like strength when pushing around others. While wearing this belt, when you shove a creature, you can shove them an additional 5 feet.

GIRDLE OF THE UMBER HULK

Wondrous item, very rare (requires attunement)

Carved from an umber hulk, wearing this belt allows you to move like the underground creature. Once per day while wearing this belt, you can transform your arms to that of an umber hulk for 1 hour. While holding nothing in your hands, you gain a burrowing speed equal to half your walking speed in dirt, and ¼ your walking speed in solid stone.

SCRIBE'S NOTES

Multiple applications for this one. A few dwarven cities might want to see what can be done with this long term.

GOLIATH'S BELT

Wondrous item, rare (requires attunement)

This hide belt was crafted to grant any person the power of a Goliath. While wearing this belt, you are considered 1 size category larger for the purposes of carry weight, grappling, and shoving. You also have a +1d4 bonus to Strength (Athletics) checks made to grapple and shove.

HEALER'S SASH

Wondrous item, rare (requires attunement)

This white wrap allows anyone to become a healer for a limited time. This sash has 3 charges, and regains 1 charge at dawn. While wearing this sash, you can use an action to expend a charge and cast *cure wounds* (Wisdom or Charisma is the spell casting modifier for this spell)

MULEBACK HARNESS

Wondrous item, uncommon

This leather harness made from Mule hide is enchanted to make sure your back can handle heavier loads. While wearing this harness, you are considered one size category larger for carrying capacity.

REALITY CORD

Wondrous item, very rare (requires attunement)

Thought to be crafted by the gith in order to hunt down the mind flayers, this belt cords enchanted runes glow in the presence of other-worldly creatures. While wearing this cord, you deal an additional 1d8 damage against aberration creatures. You also gain a +1d8 bonus to your AC, Wisdom saving throws, and Charisma saving throws against effects and attacks by aberrations.



REINFORCING BELT

Wondrous item, rare (requires attunement)

The belt is enchanted to reinforce your body against damage in the most dire of situations. While wearing this belt, attacks against you while you are unconscious do not deal critical damage, and only count towards one failed death saving throw.

ROUGE'S BELT

Wondrous item, rare (requires attunement)

The design and enchantments of this belt were created with the intention of helping you escape. While wearing this belt, you can attempt to escape a grapple or restrains as a bonus action rather than a standard action.

ROPE OF SLAVE FIGHTING

Wondrous item, rare (requires attunement)

This rope is frayed and damaged, but has secret enchantments on it to allow the wearer to fight on their back as if they were standing. While wearing this belt, you do not grant advantage to creatures while prone, as well as have disadvantage on attack rolls while prone.

SASH OF ENSNAREMENT

Wondrous item, rare

This braided silk sash has a secondary purpose beyond looking stylish. As a bonus action, you can speak a command word to turn the belt into a Rope of Entanglement, or back into a braided silk sash.

SHIELDING GIRDLE

Wondrous item, rare (requires attunement)

This belt features a large enchanted metal plate on the front, and helps protect you when called upon. Once per day while wearing this belt, you can use a reaction to cast *shield*.

STALWART BELT

Wondrous item, uncommon (requires attunement)

The enchantments of this belt help to invigorate your body whenever you deal a massive strike against a foe. While wearing this belt, whenever you land a critical hit on a creature, you gain temporary hit points equal to your Constitution modifier (Minimum of +1) until your next long or short rest.

SURVIVOR'S BELT

Wondrous item, rare (requires attunement)

This belt has kept many adventurers alive to tell the tale of their failures. 3 times per day while wearing this belt, you have advantage on death saving throws.

SWIMTIDE HARNESS

Wondrous item, rare

This blue oilskin straps have kept more than one sea captain alive when their ships were claimed by the sea. While wearing this belt, the amount of time you can hold your breath underwater is doubled, and you gain a +1d6 bonus to Strength (Athletics) checks made to swim.

TOTEMIC BELT

Wondrous item, rare (requires attunement)

This belt is made from many different animals, and is enchanted in order to give you the power of a charging beast. While wearing this belt, whenever you take a Dash action, you can add +1d6 to your damage rolls until the end of your next turn.

VENGEANCE SASH

Wondrous item, legendary (requires attunement)

This dark velvet sash is enchanted to grant you with lightning fast reaction speed to a mortal wound, though what you do with it is up to you. Once per day while wearing this sash, whenever you fall to zero hit points, you can immediately use an action to attack or cast a spell.

VIPER BELT

Wondrous item, uncommon (requires attunement)

A snakeskin belt that helps to protect its wearer from venom. While wearing this belt, you gain a +1d6 bonus to Constitution saving throws made against poison damage and being poisoned.

WONDROUS ITEMS

These items fall under any items that don't have a specific category that don't require attunement in order use.

BOWL OF PURITY

Wondrous item, uncommon

This clay bowl displays no remarkable qualities, but can be used to make sure food and water is safe. Any food or drinks that are placed in to this 1 foot wide bowl is affected by the *purify food and drink* spell after being placed in it for 1 minute.

BRIDLE OF CONJURATION

Wondrous item, uncommon

This leather bridle has useful enchants on it that calls a magical mount for you to ride. While holding onto the reins of this bridle and concentrating for 10 minutes, you can cast *find steed*, with the creature filling the bridle.

CHARM OF ABUNDANT ACTION

Wondrous item, legendary

While this metal charm seems ordinary, it allows anyone to use the famous abilities of a well trained fighter. While holding this metal charm, you can gain the use of the action surge feature, even if you don't have a level as a fighter, until your next short or long rest. This charm can only be used once per day.

CHIME OF AWAKENING

Wondrous item, uncommon

This metal bell is very useful when camping in dangerous areas. You can use this bell to cast the spell *alarm* once per day, with the bell hanging in midair when the spell is casted. Once the alarm goes off, or the spell's duration wears off, the bell softly floats back to the ground. You can also have the *alarm* spell be triggered by specific events, such as when it senses a specific creature or when sunlight touches the bell. You cannot have more than one Chime of Awakening active in a 20-foot cube.

CHIME OF WARDING

Wondrous item, rare

This golden chime produces a clear tone that creates a protective force. As an action you can strike this chime in order to activate its effects once per day. You create a 10-foot radius around you of shimmering air that lasts 1 hour. Any creature that attempts to enter the area must make a DC 17 Wisdom saving throw, or be unable to enter the area for the duration of the effect. Attacks and spells pass normally through this area. The area is stationary and does not move with the chime.

CRYSTAL BALL OF SPYING

Wondrous item, very rare

This crystal ball was created with the intention of assisting the spying on of foes. When this item is used as a spell focus for the *scrying* spell, if you choose to target a creature, the targeted creature suffers a -1d6 penalty to the Wisdom saving throw against the spell.

DARKSKULL

Wondrous item, rare

This onyx skull fits perfectly in the palm of your hand. Once per day while holding this skull, you can use a bonus action to cause all light sources within 50 feet of you to only produce dim light for 1 minute. Any light source that enters the area after the skull is used functions normally.

DEADBLAST BONE

Wondrous item, legendary

Formed from the rune carved bones of a dead celestial, this bone can be used in order to create a huge force of energy detrimental to undead. Once per day while holding this bone, you can use an action to invoke the power of the Deadblast Bone. A wave of holy energy emanates from your location outward in a 25-foot radius. All undead creatures hit with the energy wave must make a DC 21 Wisdom saving throw. On a failed save, the creature is stunned until the end of your next turn, or until they take damage.

DEATH RATTLE

Wondrous item, rare

This blackened gourd is filled with enchanted bone shards and is used to increase the power of dark and powerful spells. Once per day, you can use a bonus action to shake the rattle. All friendly creatures within 30 feet of you who hear the rattle gain a +1d6 bonus to attack and damage rolls made with Necromancy spells and attacks that deal necrotic damage until the end of your next turn.

DIAMOND SCABBARD

Wondrous item, legendary

This gold scabbard is covered in enchanted diamonds that hones any blade drawn from it to a fine edge. This scabbard resizes to fit any light or heavy blade that is put into the scabbard. Non-magical blades drawn from the scabbard never have to be sharpened after being returned to the scabbard. After drawing your blade from this scabbard, the first time your weapon does damage, it deals an additional 3 dice worth of damage. The dice is determined by the dice used by the weapon for damage rolls. The weapon must be sheathed in the scabbard for at least 24 hours to gain this effect.

DRUM OF PANIC

Wondrous item, rare

This wooden drum is covered with gnollskin leather, and boosts the power of fear. Once per day you can use a bonus action to strike the drum. All hostile creatures within 30 feet of you who hear the drum suffer a -1d6 penalty to saving throws made against being frightened until the end of your next turn.

DUST OF ARCANES INSIGHT

Wondrous item, rare

This pouch of metallic dust reveals magic and settles into arcane runes of items. A pouch of Dust of Arcane Insight contains 3 uses. As an action, you can toss a pinch onto an object or a 10 foot square area. The dust will cause magical items and magical effects to glow as if with *detect magic*. The effect lasts one minute. You still require an Intelligence (Arcana) check to determine the specific magical effect or what school of magic the effect is. This pouch regains one use after one week.

DUST OF BANISHMENT

Wondrous item, very rare

A red pouch that contains a rust like dust that banishes foes to a fiery dimension. A pouch of Dust of Banishment contains 3 uses. As an action, you can toss a pinch onto a creature. The creature must make a DC 19 Charisma saving throw. On a failed save, they are teleported to volcanic corner of the Elemental Chaos, where they take 2d6 fire damage at the start of their turn. At the end of their turn, they repeat the save until they are successful or 1 minute passes. Afterwards, they reappear in the original location where they were teleported from or the closest unoccupied space. This pouch regains one use after one week.

DUST OF CREATION

Wondrous item, legendary

This bottle of gold sand seems to slowly refill over time, and when tossed into the air can create objects out of thin air. This bottle contains 3 uses of the Dust of Creation. As an action, you can toss the gold dust into the air, and the dust settles to form a created object of the creators choice. The object must be non-magical, weigh less than 25 pounds, and cost less than 500 gold. The object functions normally, and can be determined to be created magically with a DC 20 Intelligence (Arcana) check. The object lasts 24 hours or until you turn it back to dust as a bonus action. The dust can be recollected into the bottle. Any dust that is not recollected within 1 hour turns into regular sand. The bottle regains any lost sand for a single use after one week.

DUST OF DISENCHANTMENT

Wondrous item, very rare

This pouch of silvery dust can be used in order to suppress magic. A pouch of Dust of Disenchantment contains 3 uses. As an action, you can toss a pinch onto an object or a 10 foot square area. The dust will cause magical items and magical effects to become non-magical as if with *dispel magic*. For 4th level or higher spells, make an Intelligence (Arcana) check for the save DC. For magical items of very rare or higher quality, the Save DC is listed below for the Intelligence (Arcana) check.

Very Rare: Save DC 17

Legendary: Save DC 21

Artifact: Cannot be dispelled

The effect lasts one minute. This pouch regains one use after one week.

SCRIBE'S NOTES

Powerful, and in the right hands, extremely effective. Going to make that this is properly secured before sending this with the other items.

EARTHBIND LODESTONE

Wondrous item, legendary

A round and flat metallic stone with a singular rune on the front, this stone holds untold power despite its simple appearance. As an action you can throw this stone onto the ground within 20 feet of you. When the stone touches the ground, it creates a 20-foot radius wide and 100 feet tall cylinder of powerful transmutation magic. Any creature that is flying or hovering must make a DC 23 Strength saving throw, or be affected by the *earthbind* spell while in the area of effect. The effects of the *earthbind* also applies to hovering creatures, and they can no longer hover while in the area. This effect lasts until the stone is picked up or 1 minute passes, afterwards it can't be used again until the following dawn.

ENCHANTED REINS

Wondrous item, uncommon

This silver and black leather reins help you to understand and control almost any mount. These reins adjust to fit any small, medium, or large creature, and grant you a +1d4 bonus to Wisdom (Animal Handling) checks made to handle and communicate with the animal.

ENDLESS CANTEEN

Wondrous item, rare

This canteen was developed to be a less powerful, but nonetheless useful, version of the Decanter of Endless Water. As an action, you can remove the stopper of the Endless Canteen. When you do, the canteen fills with 1 pint of cool, clean water. Any water that has not been consumed within 1 hour of its creation disappears. The Endless Canteen can only ever create 1 pint of water at a time.

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.

ENSHROUDING CANDLE

Wondrous item, rare

This long burning candle creates illusions that conceal those near its blue burning flame. As an action, you can lit this candle. This candle produces dim light within a 10-foot radius around it, and any bright light that enters this radius is reduced to dim light. When this candle is lit, it creates a 10-foot radius field of illusion magic. Creatures within the area of effect appear to be invisible to creatures outside of the area of effect. Sounds made by creatures in the area of effect are also suppressed to those outside of the effect. Other senses, like movement and smell are detected normally. The candle burns for a total of 8 hours, or until a creature within the area of effect attacks, after which the candle is immediately extinguished.

ETERNAL CHALK

Wondrous item, uncommon

This short stick of chalk has many uses, from vandalism to exploration. This stick of chalk never breaks or wears down from normal use. Any writing made with the Eternal Chalk cannot be erased by anyone except the original artist or author for one week, or until a *dispel magic* or similar magic is casted. The Eternal Chalk can be created in any color.

EXODUS KNIFE

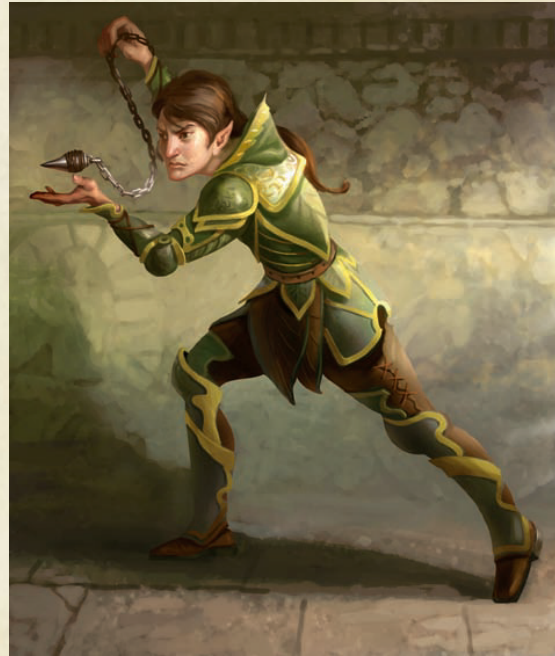
Wondrous item, very rare

This extremely thin silver blade seems to cut through any solid surface. Once per day as an action, you can use the blade of this knife to cut a doorway into any solid surface. When you do, the doorway opens to an empty extradimensional stone space that is 20 cubic feet. Creatures within the space can breath normally. While the door is open, anyone can enter, see into, or affect the extra dimensional space. Only creatures within the space can open and close the door. Once the door is closed, the door is invisible to creatures outside of the space. Creatures inside of the space can see outside as if the door is open. Creatures outside of the space cannot effect creatures inside of the space once the door is closed. The extra dimensional space last 8 hours, and any creatures or objects inside the space once the effect ends are ejected to the closest unoccupied space to the door as possible.

FLYING HOOK

Wondrous item, very rare

This adamantine hook is enchanted with a flying spell that is useful for exploring high places. As a bonus action, you can speak a command word to cause the grappling hook to gain a flying speed of 10 feet (up to a maximum of 100 feet away), and latch onto a surface within sight. Once secured, the hook extends out a rope that floats over to your hands than be climbed. The rope can support up to 3,000 pounds thanks to the enchantments of its creation. The arcane nature of the rope prevents it from being tied or knotted in any way. As a bonus action, you can speak the command word again to cause the hook to detach, the rope to disappear, and the hook to fly back into your hands.



FOE STONE

Wondrous item, rare

This arrow shaped stone is attached to a chain, and can be used to point out a creatures weaknesses. Once per day, you can use a bonus action to point the Foe Stone to a creature. When you do, you learn the creatures vulnerabilities, as well as the lowest ability score of the creature.

FRAGRANCE OF AUTHORITY

Wondrous item, rare

A perfume bottle often used by noble women, this perfume occasionally refills itself and offers a subtle smell that helps to influence others. As a bonus action you can apply this perfume to yourself or a creature, which lasts 1 hour. While wearing this perfume, you gain a +1d6 bonus to all Charisma checks made. This bottle regains a single use after 1 week.

GEM OF AUDITORY RECOLLECTION

Wondrous item, rare

A quartz gemstone that whispers into those to hold it up to their ear. As a bonus action, you can speak a command word to cause the gemstone to record all speech within 20 feet of the crystal. A second command word can be used to cause the gemstone to stop recording. The gemstone can hold up to 12 hours of speech before it is considered to be full. A third command word can be used to erase all recorded speech on the gemstone. As a bonus action, you can touch the stone and have the gemstone repeat any section of recorded speech on the stone until you stop it.

GOLDEN SPADE

Wondrous item, rare

A magic shovel than can move away most loose material to create a trench with ease. While holding this shovel, you can use an action to target loose material such as dirt, sand or ice within 5 feet of you. If you target an area of loose material, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.

HARMONIOUS HARP

Wondrous item, rare

This beautiful looking harp produces clear and wonderful tones that can cut clear through the negative effects on the minds of your allies. Once per day, you can use an action to strum the harp, creating a perfect tone within a 50-foot radius around you. Any friendly creatures who hears the tone that are charmed or frightened can make a saving throw against the original DC of the effect that caused the condition to attempt to end it.

HORN OF SUMMONS

Wondrous item, rare

This steel battle horn can amplify and communicate your situation extremely long distances. As an action, you can sound the battle horn with an extremely loud magical noise. All creatures within 1 mile hear this tone. Friendly creatures within range are awakened if asleep, and know your current location, know if you are wounded, and know any status conditions you are currently suffering from.

HORN OF UNDEAD ENMITY

Wondrous item, very rare

A horn made from enchanted bone, the haunting sounds from this horn can turn undead against one another. Once per day, as an action you can blow this horn to cause a haunting sound emanate from the horn within a 25 foot radius around you. All undead creatures within range must make a DC 18 Wisdom saving throw. On a failed save, they are charmed by you for 1 minute, or until they take damage, which allows them to repeat the saving throw.

HUNTER'S FLINT

Wondrous item, uncommon

This flint stone is carved with runes that make campfires much more stealthy. As an action, you can use this flint to light a campfire. Campfires created with this stone burn without making sounds or smoke. Light created by this campfire is invisible to creatures outside of a 25-foot radius of the fire itself. The fire last 12 hour without additional fuel, or until it is extinguished normally. The flint can be used to light other fires as well, but only campfires gain these effects.

INSTANT CAMPSITE

Wondrous item, uncommon

This satchel seems empty at first but can expand to a campsite quickly and can easily be packed up. As an action you can open the satchel and it will expand to create a campsite with 4 two-person tents with bedrolls, as well as a campfire that lasts for 12 hours. You can use another action to fold the campsite back into the satchel.

JAR OF STEAM

Wondrous item, rare

This clay jar is warm to the touch, and contains an endless supply of scalding steam. As an action, you can open the jar to cause hot steam to burst out from it, filling a 10-foot radius instantly. The steam lightly obscures any creatures that are behind or inside of the cloud of steam. Any creature that ends their turn in the steam takes 1d4 fire damage from the burning steam. The cloud persists as long as the jar is open. Closing the bottle requires you to speak its command word as an action. Once the jar is closed, the cloud disperses after 5 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

LAMP OF DISCERNING

Wondrous item, rare

This normal looking lantern never runs out of oil and helps to keep a look out for those in its light. This hooded lantern functions normally, but does not require oil or refilling. Any creature who is touched by the light created by this lantern gains a +1d4 bonus to Wisdom (Perception) and Intelligence (Investigation) checks.

SCRIBE'S NOTES

Another item we are grateful to have found. Not sure if it was a part of the vault's collection, or intended to help with navigating it.

LENS OF DISCERNMENT

Wondrous item, rare

This enchanted lens help to gather useful information on creatures that you look at. As a bonus action you can look through the lens at a creature in order to help gather information on it. You gain advantage on any Intelligence checks made to identify the creature seen through the lens.

LENS OF READING

Wondrous item, rare

This glass lens has faint runes on it that help to translate any text that is seen through it. As a bonus action, you can speak a command word to cause the lens to activate. For 1 hour, you can read any text read through the lens as if you were under the effects of *comprehend languages*. You can use this lens 3 times per day.

MAP OF ORIENTEERING

Wondrous item, very rare

This sheet of parchment unfolds to reveal a map of the area that you have explored already. As long as this map is open, this map records a perfect map of a 100 foot radius around you. It can only record what you have seen and discovered thus far, so any undiscovered traps, doors, or unknown areas are not displayed. Illusions of objects and terrain are also recorded until you reveal them to be illusions. Creatures do not show up on the map, unless they are disguised as objects, such as gargoyles and mimics. You can mentally zoom the map around to show locations that have been recorded within the last 24 hours. The map erases all recorded information after a long rest, unless mentally commanded not to.

MIRROR OF OPPOSITION

Wondrous item, legendary

This ornate silver hand mirror has the ability to show a world where alliances are flipped. Once per day as an action, you can hold the mirror up to show the reflection of a creature within 25 feet of you. The targeted creature must make a DC 20 Charisma saving throw. On a failed save, they are charmed by you. You may give them a command, which they will carry out to the best of their ability. The charm effect lasts 5 minutes, or until they take damage, which allows them to repeat the saving throw.

MUMMIFIED HAND

Wondrous item, legendary

This hand is covered in enchanted bandages that keep to the hand both preserved and alive. You may put a single magical ring on the ring finger of this mummified hand. While the ring is on the hand, and you carry the hand on your person, you are considered attuned to ring. If you put more than one ring onto the hand, neither of the rings functions. You can only gain the benefit of a single Mummified hand.

PHANTOM SOLDIER

Wondrous item, rare

This tiny stone statue is in the shape of a soldier and can be used to summon an illusion fighter. Once per day, while you are holding this statue, you can use an action to summon an image of a soldier in plate mail within 5 feet of you. The soldier only moves when commanded with a bonus action. The soldier has 1 hit point, and shares your AC and saving throws. The illusion remains until it is destroyed or until 5 minutes passes.

POLYGLOT GEM

Wondrous item, rare

This multifaceted opal is carved with language runes all over. Each polyglot gem contains knowledge of one language contained inside it, chosen at the time of creation. While holding this gem in your hand, you can read, speak, and write in that chosen language.

POUGH OF FROZEN PASSAGE

Wondrous item, rare

This pouch seems to be constantly cold, and contains a fine crystal like powder. This pouch contains 3 uses, and regains 1 use after one week. As an action, you can take a pinch of the dust and throw it out onto a nonmoving liquid surface, such as water or lava. The surface of the liquid freezes over the course of 2 minutes to cover a 100 foot contiguous area. The surface is considered solid, and lasts 4 hours, or until destroyed. The surface can hold up to 2000 pounds without breaking, thanks to the magical nature of the powder.

POUCH OF PLATINUM

Wondrous item, rare

This platinum sewn pouch is a must have for any trader or adventurer. Any coins or gemstones placed into this pouch are converted into their equal value of platinum coins. Coins or gems that can't be converted evenly are unchanged.

SCRIBE'S NOTES

I shouldn't have to explain why this is useful. I know several merchants who are going to be chomping at the bit to get this.



POUCHES OF SHARED ACQUISITION

Wondrous item, rare

Simple in design and looks, these pouches share a single contained space. These pouches come in a pair of two, and can hold a total of 1/5 cubic foot or 6 pounds of gear between the two. Any items that are placed in the pouch can be accessed by the other pouch, so long as they are on the same plane of existence. If one pouch is on a different plane of existence, neither pouch can be accessed. Only one pouch can be accessed at a time.

POWER JEWEL

Wondrous item, rare

This red dodecahedron gem has the ability to regain spells to those who need it. While holding this gem, you can regain the use of a level 1 spell slot. Each Power Jewel can only be used once per day, and a person can only gain the benefits of a Power Jewel once per day.

RESTFUL BEDROLL

Wondrous item, uncommon

This bedroll is made from the highest quality material, and is enchanted to be even more comfortable. When you take a long rest using this bedroll, you gain +1d6 temporary hit points until your next long or short rest.

RUBY SCABBARD

Wondrous item, rare

This copper scabbard is covered in enchanted rubies that hone any blade drawn from it to a fine edge. This scabbard resizes to fit any light or heavy blade that is put into the scabbard. Non-magical blades drawn from the scabbard never have to be sharpened after being returned to the scabbard. After drawing your blade from this scabbard, the first time your weapon does damage, it deals an additional 1 dice worth of damage. The dice is determined by the dice used by the weapon for damage rolls. The weapon must be sheathed in the scabbard for at least 24 hours to gain this effect.

SALVE OF POWER

Wondrous item, very rare

This stone jar slowly renews itself with a medicine that draws physical power from the body in exchange for magical power. This jar contains 3 uses, and regains 1 use after 1 week. When applied to the body as a bonus action, choose to expend any number of hit dice, up to 10. You regain a spell slot that's level is equal to the total amount of hit dice expended divided by 2, rounding down. You can choose to divide the spell slots into multiple slots if you so wished. For example, you can divide a level 5 spell slot gained from this salve into a level 2 and level 3 spell slot if you wished. If you use this salve more than once per long rest, you suffer a point of exhaustion due to the amount of physical energy converted to arcane.

SAPPHIRE SCABBARD

Wondrous item, very rare

This silver scabbard is covered in enchanted sapphires that hone any blade drawn from it to a fine edge. This scabbard resizes to fit any light or heavy blade that is put into the scabbard. Non-magical blades drawn from the scabbard never have to be sharpened after being returned to the scabbard. After drawing your blade from this scabbard, the first time your weapon does damage, it deals an additional 2 dice worth of damage. The dice is determined by the dice used by the weapon for damage rolls. The weapon must be sheathed in the scabbard for at least 24 hours to gain this effect.

SCABBARD OF SACRED MIGHT

Wondrous item, rare

This leather scabbard is covered in holy runes that cover the weapon inside with holy light. This scabbard resizes to fit any light or heavy blade that is put into the scabbard. Non-magical blades drawn from the scabbard never have to be sharpened after being returned to the scabbard. After drawing your blade from this scabbard, the first time your weapon does damage, the weapon deals radiant damage rather than its normal weapon damage. The weapon must be sheathed in the scabbard for at least 24 hours to gain this effect.

SHROUD OF PROTECTION

Wondrous item, uncommon

This shroud appears to be made of a common, see-through material that hardens to an enchanted steel texture when laid upon a dying creature. When this medium creature sized shroud is placed on top of a dying creature, the creature under the shroud does not suffer from critical strikes, and only takes one death saving throw when hit. This effect lasts until the creature stabilizes, dies, or the shroud is removed.

SHROUD OF REVIVAL

Wondrous item, rare

This shroud appears to be made of glossy, ghost-like material that hardens to enchanted adamantine texture when laid upon a dying creature. When this medium creature sized shroud is placed on top of a dying creature, the creature under the shroud does not suffer from critical strikes, only takes one death saving throw when hit, and has advantage on death saving throws. This effect lasts until the creature stabilizes, dies, or the shroud is removed.

SILENT TOOLS

Wondrous item, uncommon

These ordinary looking tools have enchantments on them that make them completely silent when used. This enchantment can be applied to any set of tools that are not already magical in nature. When these tools are used, they make no noise, and grant a +1d6 bonus to Dexterity (Stealth) checks made for using these tools without being noticed.

SKELETON KEY

Wondrous item, very rare

This oddly shaped key is carved from ivory and keep to fit almost any lock. When this key is inserted into a locked chest, door, gate, or other locked item, make a Dexterity check to open the lock as if you rolled a natural 20 and are proficient with thieves tools. Regardless of the result, this key crumbles to dust afterwards.

SOLITAIRE (AQUAMARINE)

Wondrous item, very rare

This crystal was created as a part of a set in order to help boost a legendary warrior in combat. This blue-green crystal was used to further push a powerful strike. While this crystal charm is attached to your weapon, when you land a critical hit on a creature, you can use a bonus action to make a second single weapon attack against them. You can only gain the benefit of a single Solitaire crystal per day.

SOLITAIRE (CERULEAN)

Wondrous item, legendary

This crystal was created as a part of a set in order to help boost a legendary warrior in combat. This blue crystal was used in order to make sure you were well protected after a powerful strike. While this crystal charm is attached to your weapon, when you land a critical hit on a creature, you gain immunity to all conditions until the start of your next turn. You can only gain the benefit of a single Solitaire crystal per day.

SOLITAIRE (CINNABAR)

Wondrous item, rare

This crystal was created as a part of a set in order to help boost a legendary warrior in combat. This red crystal helps to shake off any effects after a powerful strike. While this crystal charm is attached to your weapon, when you land a critical hit on a creature, you gain a +1d6 bonus to all saving throws until the start of your next turn. You can only gain the benefit of a single Solitaire crystal per day.

SOLITAIRE (CITRINE)

Wondrous item, very rare

This crystal was created as a part of a set in order to help boost a legendary warrior in combat. This yellow crystal gives its owner a chance to recover from damage after a powerful strike. While this crystal charm is attached to your weapon, when you land a critical hit on a creature, you can expend the use of any amount of hit dice to regain hit points. You can only gain the benefit of a single Solitaire crystal per day.

SOLITAIRE (VIOLET)

Wondrous item, legendary

This crystal was created as a part of a set in order to help boost a legendary warrior in combat. This purple crystal provides its user with more actions after a powerful strike. While this crystal charm is attached to your weapon, when you land a critical hit on a creature, gain the use of an additional bonus action on this turn. You can only gain the benefit of a single Solitaire crystal per day.

SPYMASTERS QUILL

Wondrous item, rare

This ornate quill has the ability to copy and rewrite any writing that is presented to it. As an action, you can set the quill down on a single page of parchment. The quill will record all images and text on the page, which can be reproduced later with a blank parchment as an action. The quill can only record one page at a time, and loses any previous recording when a new one is recorded. The new reproduction will always be done in ink, regardless of the original source material. This quill can copy runes, but not the magical properties of those runes. As such, it cannot copy spell scrolls or spells from a spell book without spending the component costs to add the magical effects.

STYLUS OF THE TRANSLATOR

Wondrous item, rare

This writing pen is often carried by ambassadors who want to make sure their work can be understood. Whenever you use the pen to write in a language, the words that are written are automatically translated into another language, which is chosen at the pen's creation. You must be fluent in the language you are writing in order for a translation to be created.

TALISMAN OF FORTUNE

Wondrous item, legendary

A gold talisman that requires good luck in order to call upon its more favorable abilities. While holding this charm, you can use a bonus action to call upon its power once per day. When you do, roll a d20 to determine the result of calling upon this charm:

1-9: You take 2d10 necrotic damage that can't be reduced in any way. You regain the use of a level 1 spell slot.

10-19: Roll 1d6. You regain the use of a spell slot level equal to the result of the dice roll.

20: Same result of **10-19**, but you regain the ability to use the Talisman of Fortune again in the same day.

UNFETTERED THIEVES' TOOLS

Wondrous item, rare

This set of tools have been enchanted in order to assist with the dismantling of traps specifically, though they still remain useful for other nefarious means. This set of thieves' tools gains a +1d4 bonus when attempting to disarm traps. As a bonus action, you can make a check with this set of tools on an object that is up to 25 feet away; as the tools can float and can react as if you were holding them normally. The tools return to your hands once the check is completed if they are able.

WATCHFUL RUBY EYE

Wondrous item, rare

This red ruby is set in gold and silver bands that form the shape of an eye. While holding this gem when casting the *glyph of warding* spell, your glyph gains the effect of a *message* spell when triggered as well as its other effects you determine when casting the spell.

BATTLE STANDARDS

These special magic items are flags that when planted into the ground offer friendly creatures around it a buff, helping to add a bit of unity and flare to the battle field. Consider giving one to a party once they have truly formed together as a group.

SCRIBE'S NOTES

Fascinating. The idea to enchant a battle standard would have never occurred to me. The applications seem interesting, and I know several groups that would be interested.

BATTLE STANDARD OF HONOR

Battle standard, uncommon

A blood red battle standard that weakens the resolve of those who would stand against you. 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:

Whenever a creature within the aura attacks another creature, the creature is marked by the attacker. If the attacker attacks a creature other than their marked creature, they suffer a -1d4 penalty to their attack roll.

BATTLE STANDARD OF MIGHT

Battle standard, uncommon

A battle standard marked with runes of power to help empower your allies. 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:

Allied creatures making attacks against creatures within the aura gain a 1d4 bonus to damage rolls.

BATTLE STANDARD OF SHADOW

Battle standard, very rare

A silk, black flag, that creates an area of darkness. 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:

The aura is considered to be an area of darkness, and all allied creatures in the area gain dark vision, as well as a +1d4 bonus to Stealth checks made within the aura. All lights within the aura are reduced to dim light.

BATTLE STANDARD OF TACTICS

Battle standard, legendary

A long, forever swirling flag is attached to an ornate stand. 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 allied creatures within the aura can communicate with each other telepathically. You and your ally's minds cannot be read while within the aura. You automatically know your allies positions, regardless of having sight of them. Any ally within the aura can be the target of an ally's spell, by targeting the standard instead.

BATTLE STANDARD OF THE FIERY LEGION

Battle standard, very rare

A battle standard commonly used by devils of the nine hells, this flag is accompanied by animated flames. 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 within the aura gain fire resistance, and can have their attacks do fire damage rather than their normal damage type.

BATTLE STANDARD OF HEALING

Battle standard, uncommon

A white flag decorated with healing runes, this is commonly found with companies of paladins and clerics. 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.

Whenever an allied creature within the aura regains hit points, they regain an additional 2.

BATTLE STANDARD OF THE STALWART

Battle standard, legendary

A blue and silver battle standard that inspires allies to carry on with the battle. 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 allied creatures within the aura gain an additional 2 to their AC, as well as to all saving throws made. They also gain resistance to all non-magical slashing, piercing, and bludgeoning damage.

BATTLE STANDARD OF THE VANGUARD

Battle standard, legendary

A bold banner used by only the most powerful and bravest of armies. 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 allied creatures within the aura gain a +2d6 bonus to all damage and attack rolls made.

OTHER CONSUMABLES

These are one time use magical items that once used are consumed, sometimes literally. They don't fit neatly under the other categories of magical items, so they are given their own category and section.

ASTRAL MEAD

Consumable, legendary

The mead contains a sparkling and sweet taste, and seems to rejuvenate the body when drunk. A single flask of Astral Mead weighs half a pound and provides enough sustenance for a full days worth of food and water. When consumed, you gain a +1d8 bonus to Constitution saving throws, and regain an additional 1d8 hit points whenever you heal until your next long rest.

FEYBREAD BISCUIT

Consumable, very rare

Made from grain that is found in the Feywild, this biscuit is both filling and tasty. A single feybread biscuit weighs one-tenth of a pound, and provides enough sustenance for a full days worth of food. When consumed, When consumed, you gain a +1d6 bonus to Constitution saving throws, and regain an additional 1d6 hit points whenever you heal until your next long rest.

GEM OF VALOR

Consumable, legendary

A beautiful sapphire like gem that has runes that run across each face. As a bonus action, you can crush them gem in your hand in order to gain a benefit. Roll a d20 to determine granted by this gem.

1-9: You gain a +1d10 to your AC and Saving throws until the end of your next turn.

10-19: You gain a +1d10 to your attack and damage rolls until the end of your next turn.

20: You gain the benefit of both the *1-9* and the *10-19* results.

GLOWSTONE

Consumable, rare

A palm-sized stone that, when thrown, creates a large burst of light that harms undead. This stone glows with dim light in a 10-foot radius unless covered. As an action, you can throw this stone up to 20 feet away. When the stone hits an object or creature, it creates a 10-foot radius burst of bright light as it shatters. Any undead creature that has vulnerability to radiant damage must make a DC 16 Wisdom saving throw. On a failed save, they are stunned until the end of their next turn.

LIFESHROUD

Consumable, uncommon

These enchanted linens help to protect a corpse from decomposing and being raised as an undead. When a corpse is wrapped in these linens, they do not decay, and are unable to become an undead. Any undead that tries to touch the linens must make a DC 15 Wisdom saving throw, or be unable to touch the linens for 24 hours. Once wrapped around a body, the shroud turns to dust after 1 week.

NAIL OF SEALING

Consumable, uncommon

A long iron nail that when pushed into a door helps to keep it sealed with magic. When this nail is pushed into a door, chest or closable object, that object is considered to be under the effects of the *arcane lock* spell. The spell lasts one hour, after which the nail breaks and the spell ends.

OIL OF FLESH RETURNED

Consumable, rare

This oil is milk white in color, and can restore life to a petrified creature. As a bonus action, you can apply this single use oil to a creature to end the petrified condition. If the creature's body is not whole, the oil will not work.

STONEMEAL BISCUIT

Consumable, uncommon

This foul dwarven bread tastes like dirt, but its benefits make stomaching the food worth it. A single Stonemeal Biscuit weighs one-tenth of a pound, and provides enough sustenance for a full day's worth of food. When consumed, you gain a +1d4 bonus to Constitution saving throws, and regain an additional 1d4 hit points whenever you heal until your next long rest.

SCRIBE'S NOTES

I have no idea why Dwarves would make something this useful taste like sticking my beak into a pile of gravel. Going to hire a chief to take a look at this.

UNGUENT OF BLINDSIGHT

Consumable, legendary

This small container holds a small amount of white cream that contains a powerful magical agent. When applied to your closed eyelids as a bonus action, you gain blind sight of 100 feet for 5 minutes. This container holds one use of the cream.

UNGUENT OF DARKVISION

Consumable, very rare

This small container holds a small amount of black cream that contains a powerful magical agent. When applied to your closed eyelids as a bonus action, you gain darkvision of 100 feet for 5 minutes. This container holds one use of the cream.

VISION SAND

Consumable, rare

This crystal sand has been enchanted by those of Ioun's church in order to assist with spells of divination. When you use this sand as a component for ritual casting of the spells *detect magic* or *identify*, the ritual casting time takes only 5 minutes rather than 10. This sand is consumed when used in this manner.

MAGIC ITEM TABLES

ARTIFACTS

Item	Type	Attune?
Nullifying Ring	Ring	Yes
Star of the Astral Sea	Wondrous Item	Yes

LEGENDARY ITEMS

Item	Type	Attune?
Airstriders	Wondrous Item	Yes
Amulet of Material Darkness	Wondrous Item	Yes
Amulet of the Unbroken	Wondrous Item	No
Anklelets of Opportunity	Wondrous Item	No
Astral Mead	Consumable	No
Backtrack Bindings	Wondrous Item	Yes
Battle Standard of Tactics	Battle Standard	No
Battle Standard of the Stalwart	Battle Standard	No
Battle Standard of the Vanguard	Battle Standard	No
Belt of Vitality	Wondrous Item	Yes
Blade of Bahamut	Weapon	Yes
Bloodtheft Armor	Armor	Yes
Bolstering Armor	Armor	Yes
Boots of Teleportation	Wondrous Item	Yes
Brilliant Energy Weapon	Weapon	Yes
Bronze Serpent	Wondrous Item	Yes
Chamber Cloak	Wondrous Item	Yes
Charm of Abundant Action	Wondrous Item	No
Cloak of Autumn's Child	Wondrous Item	Yes
Cloak of Elemental Evolution	Wondrous Item	Yes
Cloak of the Phoenix	Wondrous Item	Yes
Clockwork Cowl	Wondrous Item	Yes
Coif of Focus	Wondrous Item	Yes
Deadblast Bone	Wondrous Item	No
Death-Defying Cloak	Wondrous Item	Yes
Deathspawn Potion	Potion	No
Defection Armor	Armor	Yes
Defiant Boots	Wondrous Item	No
Destiny Staff	Staff	Yes
Diamond Scabbard	Wondrous Item	No
Dimensional Stride Boots	Wondrous Item	Yes
Dust of Creation	Wondrous Item	No
Earthbind Lodestone	Wondrous Item	No
Eye of Awareness	Wondrous Item	No
Eye of Discernment	Wondrous Item	Yes
Eye of the Basilisk	Wondrous Item	Yes

Item	Type	Attune?
Eye of the Earthmother	Wondrous Item	Yes
Feyrod	Rod	Yes
Gargoyle Ring	Ring	Yes
Gem of Valor	Consumable	No
Ghost Chain Weapon	Weapon	Yes
Gloves of Camaraderie	Wondrous Item	No
Gorget of Reciprocity	Wondrous Item	Yes
Greater Ring of Spell Storing	Ring	Yes
Hellrod	Rod	Yes
Ioun Stone (Perfect Language)	Wondrous Item	Yes
Ioun Stone (Steadfastness)	Wondrous Item	Yes
Legendary Weapon	Weapon	Yes
Life Charm	Wondrous Item	Yes
Lightning Reflex Gloves	Wondrous Item	Yes
Lightstep Slippers	Wondrous Item	No
Luck Lender	Weapon	No
Master's Wand of Eyebite	Wand	No
Mirror of Opposition	Wondrous Item	No
Moradin's Weapon	Weapon	Yes
Mummified Hand	Wondrous Item	No
Orb of Arcane Generosity	Orb	Yes
Orb of Coercive Dementia	Orb	Yes
Orb of the Usurper	Orb	Yes
Orb of Unintended Solitude	Orb	Yes
Overreaching Weapon	Weapon	No
Phantom Chaussures	Wondrous Item	Yes
Prismatic Robe	Wondrous Item	Yes
Quickening Diadem	Wondrous Item	Yes
Reflective Shield	Armor	Yes
Ring of Dread	Ring	Yes
Ring of the Phoenix	Ring	Yes
Ritualist's Ring	Ring	Yes
Robe of Forbearance	Wondrous Item	Yes
Robe of the Archfiend	Wondrous Item	Yes
Rod of the Star Spawn	Rod	Yes
Sandals of Avandra	Wondrous Item	No
Shadow Spike	Weapon	Yes
Shocking Armor	Armor	Yes
Skeletal Armor	Armor	Yes
Skystrider Horseshoes	Mount Item	Yes
Solitaire (Cerulean)	Wondrous Item	No
Solitaire (Violet)	Wondrous Item	No
Sorrowsworn Ring	Ring	Yes

Item	Type	Attune?
Soulwarding Armor	Armor	Yes
Spider Potion	Potion	No
Staff of the Iron Tower	Staff	Yes
Star Rod	Rod	Yes
Symbol of Damnation	Holy Symbol	Yes
Symbol of Radiant Vengeance	Holy Symbol	Yes
Symbol of Revivification	Holy Symbol	Yes
Symbol of Sacrifice	Holy Symbol	Yes
Talisman of Fortune	Wondrous Item	No
Talisman of Repulsion	Wondrous Item	Yes
Tattered Cloak	Wondrous Item	Yes
Tenacious Weapon	Weapon	Yes
Trespasser's Bane	Weapon	Yes
Trickster's Mask	Wondrous Item	Yes
Trollhide Bracers	Wondrous Item	Yes
Unguent of Blindsight	Consumable	No
Vaporform Armor	Armor	Yes
Vengeance Sash	Wondrous Item	Yes
Wyrmtouched Amulet	Wondrous Item	Yes
Zephyr Boots	Wondrous Item	Yes

VERY RARE ITEMS

Item	Type	Attune?
Abyssal Adornment	Wondrous Item	Yes
Adamantine Rod	Rod	Yes
Amulet of Aranea	Wondrous Item	Yes
Amulet of Attenuation	Wondrous Item	Yes
Amulet of Bodily Sanctity	Wondrous Item	Yes
Amulet of Elusive Prey	Wondrous Item	Yes
Amulet of Inner Voice	Wondrous Item	Yes
Aqueous Armor	Armor	Yes
Armor of Attraction	Armor	Yes
Armor of Negation	Armor	Yes
Armor of Night	Wondrous Item	Yes
Assassinsbane Armor	Armor	Yes
Assured Wand of Frostburn	Wand	Yes
Assured Wand of Howl of Doom	Wand	Yes
Avandra's Whisper	Weapon	Yes
Baldric of Valor	Wondrous Item	Yes
Banquet Ring	Ring	Yes
Battle Standard of Shadow	Battle Standard	No

Item	Type	Attune?
Battle Standard of the Fiery Legion	Battle Standard	No
Battlemaster's Weapon	Weapon	Yes
Bilethorn Weapon	Weapon	Yes
Bloodiron Rod	Rod	Yes
Bloodiron Weapon	Weapon	Yes
Bloodthirsty Weapon	Weapon	No
Boots of Swimming	Wondrous Item	No
Boots of Withdrawal	Wondrous Item	Yes
Bracers of Iron Arcana	Wondrous Item	Yes
Brooch of Vitality	Wondrous Item	Yes
Carcanet of Psychic Schism	Wondrous Item	Yes
Chaos Weave Armor	Armor	Yes
Chaos Weave Weapon	Weapon	Yes
Cherished Ring	Ring	Yes
Cincture of Vivacity	Wondrous Item	Yes
Circlet of Rapid Casting	Wondrous Item	Yes
Coral Armor	Armor	Yes
Cord of Divine Favor	Wondrous Item	Yes
Cord of Foresight	Wondrous Item	Yes
Crown of Eyes	Wondrous Item	Yes
Crown of Nature's Rebellion	Wondrous Item	Yes
Crown of the World Tree	Wondrous Item	Yes
Cryptspawn Potion	Potion	No
Crystal Ball of Spying	Wondrous Item	No
Darkforged Armor	Armor	Yes
Desiccating Weapon	Weapon	Yes
Dread Helm	Wondrous Item	Yes
Dust of Banishment	Wondrous Item	No
Dust of Disenchantment	Wondrous Item	No
Dwarfstride Boots	Wondrous Item	No
Earthreaver Stompers	Wondrous Item	Yes
Exodus Knife	Wondrous Item	No

Item	Type	Attune?
Factotum Helm	Wondrous Item	Yes
Farslayer Weapon	Weapon	Yes
Feybread Biscuit	Consumable	No
Fireburst Boots	Wondrous Item	Yes
Flamewrath Cape	Wondrous Item	Yes
Flanker's Boots	Wondrous Item	Yes
Flaring Shield	Armor	Yes
Floorfighter Straps	Wondrous Item	No
Flying Hook	Wondrous Item	No
Forceful Weapon	Weapon	No
Frostburn Armor	Armor	Yes
Giant Gloves	Wondrous Item	Yes
Girdle of the Umber Hulk	Wondrous Item	Yes
Gloves of Accuracy	Wondrous Item	Yes
Gloves of Dimensional Repulsion	Wondrous Item	Yes
Gloves of Transference	Wondrous Item	Yes
Greatreach Gauntlets	Wondrous Item	Yes
Grimlock Helm	Wondrous Item	No
Headband of Insight	Wondrous Item	No
Headband of Psychic Attack	Wondrous Item	Yes
Healing Weapon	Weapon	Yes
Helm of Hidden Horrors	Wondrous Item	Yes
Helm of Swift Punishment	Wondrous Item	Yes
Horn of Undead Enmity	Wondrous Item	No
Hypnotic Shield	Armor	Yes
Illithid Robes	Wondrous Item	Yes
Impaling Weapon	Weapon	Yes
Inquisitor's Helm	Wondrous Item	Yes
Liar's Trinket	Wondrous Item	Yes
Luminary Ring	Ring	Yes
Map of Orienteering	Wondrous Item	No
Mask of Terror	Wondrous Item	Yes
Mindiron Weapon	Weapon	Yes
Moonlight Lavalere	Wondrous Item	Yes
Necrotic Weapon	Weapon	Yes
Oceanstrider Boots	Wondrous Item	No
Opal Ring of Remembrance	Ring	Yes
Orb of Crimson Commitment	Orb	Yes
Orb of Karmic Resonance	Orb	Yes
Orb of Mighty Retort	Orb	Yes
Orb of Revenant Magic	Orb	Yes
Orb of Weakness Intensified	Orb	Yes

Item	Type	Attune?
Paralyzing Weapon	Weapon	Yes
Predatory Weapon	Weapon	Yes
Quickening Staff	Staff	Yes
Radiant Weapon	Weapon	No
Rapidstrike Bracers	Wondrous Item	Yes
Reality Cord	Wondrous Item	Yes
Reliable Staff	Staff	Yes
Ring of Brotherhood	Ring	Yes
Ring of Forgetful Touch	Ring	Yes
Ring of Personal Gravity	Ring	Yes
Ring of Retreat	Ring	Yes
Ring of Tenacious Will	Ring	Yes
Ring of Vigilant Defense	Ring	Yes
Robe of Bloodwalking	Wondrous Item	Yes
Robe of Defiance	Wondrous Item	Yes
Robe of Sapping	Wondrous Item	Yes
Rod of the Bloodthorn	Rod	Yes
Rod of the Sorrowsworn	Rod	Yes
Rod of Vulnerability	Rod	Yes
Saddle of the Nightmare	Mount Item	Yes
Saddle of the Shark	Mount Item	Yes
Salve of Power	Wondrous Item	No
Sandals of Arcane Transposition	Wondrous Item	Yes
Sapphire Scabbard	Wondrous Item	No
Shadowsteppers	Wondrous Item	Yes
Shield of Blocking	Armor	Yes
Skeleton Key	Wondrous Item	No
Solitaire (Aquamarine)	Wondrous Item	No
Solitaire (Citrine)	Wondrous Item	No
Spell Shield	Armor	Yes
Spirit Link Armor	Armor	Yes
Staff of Corrosion	Staff	Yes
Staff of Transposition	Staff	Yes
Stalkers Armor	Armor	Yes
Stonewall Shield	Armor	Yes
Stormbolt Weapon	Weapon	Yes
Stormlord Armor	Armor	Yes
Striking Staff	Staff	Yes
Symbol of Brilliance	Holy Symbol	Yes
Symbol of Censure	Holy Symbol	Yes
Symbol of Dedication	Holy Symbol	Yes
Symbol of Renewal	Holy Symbol	Yes
Symbol of Sustenance	Holy Symbol	Yes

Item	Type	Attune?
Symbol of the War Priest	Holy Symbol	Yes
Thunderbolt Weapon	Weapon	Yes
Tigerclaw Gauntlets	Wondrous Item	Yes
Transposing Weapon	Weapon	Yes
Unguent of Darkvision	Consumable	No
Vampiric Gauntlets	Wondrous Item	Yes
Venom Gloves	Wondrous Item	Yes
Voidcrystal Armor	Armor	Yes
Voidcrystal Weapon	Weapon	Yes
Withering Weapon	Weapon	Yes
Zealots Armor	Wondrous Item	Yes

RARE ITEMS

Item	Type	Attune?
Addergrease Armor	Armor	Yes
Amethyst Band of Invisible Eyes	Ring	Yes
Angelsteel Shield	Armor	Yes
Antipathy Gloves	Wondrous Item	Yes
Armor of Starlight	Wondrous Item	Yes
Assassin's Slippers	Wondrous Item	Yes
Assassins Weapon	Weapon	No
Assault Boots	Wondrous Item	No
Backbone Belt	Wondrous Item	Yes
Baldric of Tactical Positioning	Wondrous Item	Yes
Battering Weapon	Weapon	No
Beastlord Armor	Armor	No
Belt of Blood	Wondrous Item	No
Belt of Endurance	Wondrous Item	No
Belt of Fitness	Wondrous Item	Yes
Belt of Recovery	Wondrous Item	Yes
Belt of Vim	Wondrous Item	Yes
Black Cave Pearl	Reagent	No
Black Feather of the Raven Queen	Holy Symbol	Yes
Blackshroud Weapon	Weapon	No
Blacksmelt Weapon	Weapon	No
Blade of Night	Weapon	Yes
Blink Ring	Ring	Yes
Bloodfire Armor	Armor	Yes
Bloodiron Armor	Armor	Yes
Bloodshored Shield	Armor	Yes
Bloodsoaked Bracers	Wondrous Item	Yes

Item	Type	Attune?
Bloodsoaked Shield	Armor	Yes
Bone Ring of Better Fortune	Ring	Yes
Bone Ring of Preservation	Ring	Yes
Bonegrim Armor	Armor	Yes
Boots of Dancing	Wondrous Item	No
Boots of Eagerness	Wondrous Item	Yes
Boots of Furious Speed	Wondrous Item	Yes
Boots of Many Tracks	Wondrous Item	Yes
Boots of Sand and Sea	Wondrous Item	No
Boots of the Fencing Master	Wondrous Item	Yes
Bracers of Bold Maneuvering	Wondrous Item	Yes
Bracers of Infinite Blades	Wondrous Item	Yes
Bracers of Rejuvenation	Wondrous Item	No
Bracers of Tactical Blows	Wondrous Item	Yes
Bracers of Wound Closure	Wondrous Item	Yes
Branchrunners	Wondrous Item	No
Briarwine Armor	Armor	Yes
Bronzewood Weapon	Weapon	No
Butterfly Sandals	Wondrous Item	No
Cat Paws	Wondrous Item	Yes
Cat Tabi	Wondrous Item	Yes
Caustic Gauntlets	Wondrous Item	Yes
Caustic Whetstone	Whetstone	No
Centering Cincture	Wondrous Item	Yes
Chameleon Ring	Ring	Yes
Champions Armor	Armor	Yes
Chime of Warding	Wondrous Item	No
Choker of Eloquence	Wondrous Item	Yes
Cincture of the Dragon Spirit	Wondrous Item	Yes
Cingulum of Combat Rushing	Wondrous Item	Yes
Circlet of Indomitability	Wondrous Item	Yes
Circlet of Mental Onslaught	Wondrous Item	Yes
Clasp of Noble Sacrifice	Wondrous Item	Yes
Cloak of Arachnida	Wondrous Item	Yes
Cloak of Distortion	Wondrous Item	Yes
Cloak of the Cautious	Wondrous Item	Yes
Cloak of the Walking Wounded	Wondrous Item	Yes
Cloaked Weapon	Weapon	No
Cog of Erathis	Holy Symbol	Yes
Cognizance Ring	Ring	Yes
Coif of Mindiron	Wondrous Item	Yes
Cold Iron Bracers	Wondrous Item	No
Cold Iron Weapon	Weapon	Yes

Item	Type	Attune?
Contortionist's Cord	Wondrous Item	No
Controlling Weapon	Weapon	Yes
Crown of Infernal Legacy	Wondrous Item	Yes
Crusader's Weapon	Weapon	Yes
Cunning Weapon	Weapon	Yes
Darkskull	Wondrous Item	No
Death Rattle	Wondrous Item	No
Decerebrating Weapon	Weapon	Yes
Demonbane Weapon	Weapon	Yes
Determined Weapon	Weapon	Yes
Diamond Bracers	Wondrous Item	Yes
Dragonborn Greaves	Wondrous Item	Yes
Dragonscale of Bahamut	Holy Symbol	Yes
Dread Nightshade	Reagent	No
Dread Weapon	Weapon	Yes
Drum of Panic	Wondrous Item	No
Dust of Arcane Insight	Wondrous Item	No
Dwarven Boots	Wondrous Item	No
Dwarven Thrower Gauntlets	Wondrous Item	Yes
Earthbreaker Weapon	Weapon	No
Elixir of Accuracy	Potion	No
Elixir of Fortitude	Potion	No
Elixir of Reflexes	Potion	No
Elixir of Will	Potion	No
Elukian Clay Armor	Armor	No
Elukian Clay Weapon	Weapon	No
Endless Canteen	Wondrous Item	No
Endless Quiver	Wondrous Item	No
Enshrouding Candle	Wondrous Item	No
Evil Eye Fetish	Wondrous Item	Yes
Eye of Deception	Wondrous Item	Yes
Eye of Ioun	Holy Symbol	Yes
Face-Stealing Ring	Ring	Yes
Faymind Armor	Armor	Yes
Feyslaughter Weapon	Weapon	No
Feystep Lacings	Wondrous Item	Yes
Fireflower Pendant	Wondrous Item	Yes
Fist of Kord	Holy Symbol	Yes
Flame Drinker Shield	Armor	Yes
Flanking Weapon	Weapon	Yes
Flickersight Armor	Armor	Yes
Foe Stone	Wondrous Item	No

Item	Type	Attune?
Footpad's Friend	Weapon	Yes
Force Weapon	Weapon	No
Fortification Armor	Armor	Yes
Fragrance of Authority	Wondrous Item	No
Frost Gauntlets	Wondrous Item	Yes
Frozen Whetstone	Whetstone	No
Gauntlets of Blinding Strikes	Wondrous Item	Yes
Gauntlets of Brilliance	Wondrous Item	Yes
Gem of Auditory Recollection	Wondrous Item	No
Ghost Bridle	Mount Item	Yes
Giantdodger Armor	Armor	Yes
Girdle of the Dragon	Wondrous Item	Yes
Girdle of the Oxen	Wondrous Item	No
Gloves of Eldritch Admixture	Wondrous Item	Yes
Gloves of Storing	Wondrous Item	No
Gloves of the Bounty Hunter	Wondrous Item	Yes
Gloves of the Healer	Wondrous Item	Yes
Glowstone	Consumable	No
Goggles of the Bone Collector	Wondrous Item	Yes
Golden Spade	Wondrous Item	No
Goliath's Belt	Wondrous Item	Yes
Graceful Weapon	Weapon	No
Green Thumbs	Wondrous Item	Yes
Guardian's Collar	Companion Item	Yes
Harmonious Harp	Wondrous Item	No
Headband of Intellect	Wondrous Item	Yes
Healer's Brooch	Wondrous Item	Yes
Healer's Sash	Wondrous Item	Yes
Healer's Shield	Armor	Yes
Helm of Vigilant Awareness	Wondrous Item	No
Holy Gauntlets	Wondrous Item	Yes
Horn of Summons	Wondrous Item	No
Jagged Weapon	Weapon	No
Jar of Steam	Wondrous Item	No
Kruthik Potion	Potion	No
Lamp of Discerning	Wondrous Item	No
Laughing Death Armor	Armor	Yes
Laurel Circlet	Wondrous Item	Yes
Lens of Discernment	Wondrous Item	No
Lens of Reading	Wondrous Item	No
Lifesapper Rod	Rod	Yes
Longshot Gloves	Wondrous Item	Yes

Item	Type	Attune?
Loom Weave Armor	Wondrous Item	Yes
Magician's Ring	Ring	Yes
Manticore Shield	Armor	Yes
Martyr's Saddle	Mount Item	Yes
Mask of Melora	Holy Symbol	Yes
Mask of Slithering	Wondrous Item	Yes
Mauling Weapon	Weapon	No
Medallion of Death Deferred	Wondrous Item	No
Mindiron Vambraces	Wondrous Item	Yes
Mirrorsheen Armor	Armor	Yes
Moon Disk of Sehanine	Holy Symbol	Yes
Moradin's Indestructible Anvil	Holy Symbol	Yes
Stone of Avandra	Holy Symbol	Yes
Oil of Flesh Returned	Consumable	No
Orb of Augmented Stasis	Orb	Yes
Orb of Crystalline Terror	Orb	Yes
Orb of Draconic Majesty	Orb	Yes
Orb of Indefatigable Concentration	Orb	Yes
Orb of Inescapable Consequences	Orb	Yes
Orb of Mental Dominion	Orb	Yes
Orb of Spatial Contortion	Orb	Yes
Orb of Sudden Insanity	Orb	Yes
Peacemaker's Periapt	Wondrous Item	Yes
Pelaurum Shield	Armor	Yes
Periapt of Recovery	Wondrous Item	No
Phantom Soldier	Wondrous Item	No
Phrenic Crown	Wondrous Item	Yes
Piercing Weapon	Weapon	Yes
Polyglot Gem	Wondrous Item	No
Potion of Mimicry	Potion	No
Potion of Regeneration	Potion	No
Potion of Stormshield	Potion	No
Potion of Vigor	Potion	No
Pouch of Frozen Passage	Wondrous Item	No
Pouch of Platinum	Wondrous Item	No

Item	Type	Attune?
Pouches of Shared Acquisition	Wondrous Item	No
Power Jewel	Wondrous Item	No
Precise Wand of Color Spray	Wand	Yes
Quickling Boots	Wondrous Item	No
Rat Form Armor	Armor	Yes
Razor Bracers	Wondrous Item	No
Recalling Harness	Companion	Yes
Recoil Shield	Armor	Yes
Reflexive Armor	Armor	Yes
Reinforcing Belt	Wondrous Item	Yes
Resilience Amulet	Wondrous Item	Yes
Retribution Weapon	Weapon	No
Ricochet Shield	Armor	Yes
Ricochet Weapon	Weapon	Yes
Ring of Calling	Ring	Yes
Ring of Fey Travel	Ring	Yes
Ring of Heroic Insight	Ring	Yes
Ring of Shadow Travel	Ring	Yes
Ring of the Dragonborn Emperor	Ring	Yes
Ring of the Spectral Hand	Ring	Yes
Rod of Brutality	Rod	Yes
Rod of Feythorns	Rod	Yes
Rod of Mindbending	Rod	Yes
Rod of the Churning Inferno	Rod	Yes
Rod of the Feywild	Rod	Yes
Rod of the Hidden Star	Rod	Yes
Rod of the Infernal	Rod	Yes
Rope of Slave Fighting	Wondrous Item	Yes
Rouge's Belt	Wondrous Item	Yes
Ruby Scabbard	Wondrous Item	No
Rushing Cleats	Wondrous Item	Yes
Sash of Ensnarement	Wondrous Item	No
Scabbard of Sacred Might	Wondrous Item	No
Shadow Band	Ring	Yes
Shadowflow Shield	Armor	Yes
Shapechanger's Sorrow	Weapon	No
Shielding Girdle	Wondrous Item	Yes
Shroud of Revival	Wondrous Item	No
Skull Mask	Wondrous Item	Yes
Skyrender Weapon	Weapon	Yes
Snakefang Armor	Armor	Yes
Snipers Weapon	Weapon	No
Solar Armor	Armor	Yes
Solitaire (Cinnabar)	Wondrous Item	No

Item	Type	Attune?
Spell Anchors	Wondrous Item	Yes
Splitting Weapon	Weapon	No
Spymasters Quill	Wondrous Item	No
Staff of Acid and Flame	Staff	Yes
Staff of Elemental Prowess	Staff	Yes
Staff of Gathering	Staff	Yes
Staff of Searing Death	Staff	Yes
Stag Helm	Wondrous Item	Yes
Star of Corellon	Holy Symbol	Yes
Star Ruby Ring	Ring	Yes
Steadfast Amulet	Wondrous Item	Yes
Steadfast Boots	Wondrous Item	Yes
Steadfast Saddle	Mount Item	Yes
Storm Gauntlets	Wondrous Item	Yes
Storm Shield	Armor	Yes
Stout Weapon	Weapon	No
Strikebacks	Wondrous Item	No
Stylus of the Translator	Wondrous Item	No
Sun Disk of Pelor	Holy Symbol	Yes
Sure Shot Gloves	Wondrous Item	Yes
Surge Armor	Armor	Yes
Survivor's Belt	Wondrous Item	Yes
Survivor's Armor	Armor	No
Swimtide Harness	Wondrous Item	No
Symbol of Divinity	Holy Symbol	Yes
Symbol of Freedom	Holy Symbol	Yes
Symbol of Lifebonding	Holy Symbol	Yes
Symbol of Penitence	Holy Symbol	Yes
Symbol of Perseverance	Holy Symbol	Yes
Symbol of Shielding	Holy Symbol	Yes
Tauran Shield	Armor	No
Tempest Whetstone	Whetstone	No
Thornwalker Slippers	Wondrous Item	Yes
Thoughtstealer Weapon	Weapon	Yes
Thundergod Weapon	Weapon	Yes
Thunderhead Armor	Armor	Yes
Totemic Belt	Wondrous Item	Yes
Transference Weapon	Weapon	No
Transposition Harness	Companion Item	Yes
Trauma Bracers	Wondrous Item	Yes
Tumblers Shoes	Wondrous Item	No
Tyrant Weapon	Weapon	No
Unfettered Thieves' Tools	Wondrous Item	No

Item	Type	Attune?
Vampiric Weapon	Weapon	Yes
Vision Sand	Consumable	No
War Ring	Ring	Yes
Warlock Bracers	Wondrous Item	Yes
Warsheath Armor	Armor	Yes
Watchful Ruby Eye	Wondrous Item	No
Waterbane Weapon	Weapon	No
Whetstone of Combustion	Whetstone	No
Whetstone of Venom	Whetstone	No
Wildleaf Armor	Armor	Yes
Wyrmguard Shield	Armor	No

UNCOMMON ITEMS

Item	Type	Attune?
Acidic Weapon	Weapon	Yes
Agile Armor	Armor	Yes
Amulet of Mental Resolve	Wondrous Item	Yes
Amulet of Physical Resolve	Wondrous Item	Yes
Amulet of Resolution	Wondrous Item	No
Arcanist's Glasses	Wondrous Item	No
Architect's Staff	Staff	Yes
Armor of Cleansing	Armor	Yes
Armor of Durability	Armor	Yes
Armor of Exploits	Armor	Yes
Armor of Sacrifice	Armor	No
Battle Standard of Healing	Battle Standard	No
Battle Standard of Honor	Battle Standard	No
Battle Standard of Might	Battle Standard	No
Battlecrazed Weapon	Weapon	Yes
Battleforged Shield	Armor	No
Belt of Resilience	Wondrous Item	No
Belt of the Brawler	Wondrous Item	No
Bestial Armor	Armor	Yes
Black Dragon Bile	Reagent	No
Bloodclaw Weapon	Weapon	No
Bloodcurse Rod	Rod	Yes
Bloodguard Shield	Armor	Yes
Bloodthirst Bracers	Wondrous Item	Yes
Boots of Adept Charging	Wondrous Item	Yes
Boots of Equilibrium	Wondrous Item	No
Boots of Free Movement	Wondrous Item	Yes
Boots of Quickness	Wondrous Item	No
Boots of Stealth	Wondrous Item	No

Item	Type	Attune?
Bowl of Purity	Wondrous Item	No
Bracers of Mental Might	Wondrous Item	No
Bracers of Respite	Wondrous Item	Yes
Breach Bracers	Wondrous Item	Yes
Breaching Armor	Armor	Yes
Breaching Gauntlets	Wondrous Item	Yes
Bridle of Conjunction	Wondrous Item	No
Bridle of Rapid Action	Mount Item	Yes
Brightleaf	Reagent	No
Brooch of No Regrets	Wondrous Item	No
Brooch of Shielding	Wondrous Item	Yes
Burning Gauntlets	Wondrous Item	Yes
Casque of Tactics	Wondrous Item	Yes
Chime of Awakening	Wondrous Item	No
Circlet of Second Chances	Wondrous Item	Yes
Cloak of the Chirurgeon	Wondrous Item	Yes
Cold Iron Shield	Armor	Yes
Collar of Recovery	Wondrous Item	Yes
Communal Weapon	Weapon	No
Companion's Defender	Companion Item	Yes
Counterstrike Guards	Armor	Yes
Couters of Second Chances	Wondrous Item	Yes
Creeping Gatevine	Reagent	No
Crown of Doors	Wondrous Item	No
Crown of Leaves	Wondrous Item	Yes
Crystal Armor	Armor	Yes
Cynic's Goggles	Wondrous Item	Yes
Dark Clover	Reagent	No
Darkleaf Shield	Armor	No
Deathstalker Weapon	Weapon	No
Defensive Staff	Staff	Yes
Defensive Weapon	Weapon	Yes
Desert Rose	Reagent	No
Direbeast Shield	Armor	Yes
Distance Weapon	Weapon	No
Dynamic Weapon	Weapon	No
Earthroot Staff	Staff	Yes
Elixir of Aptitude	Potion	No
Enchanted Reins	Wondrous Item	No
Eternal Chalk	Wondrous Item	No
Feyleaf Sandals	Wondrous Item	No
Feyleaf Vambraces	Wondrous Item	Yes

Item	Type	Attune?
Feyswarm Staff	Staff	Yes
Fire Beetle Potion	Potion	No
Flame Bracers	Wondrous Item	Yes
Flame Rose	Reagent	No
Flame Wand	Wand	Yes
Flaying Gloves	Wondrous Item	Yes
Flesh Seeker	Weapon	No
Floating Shield	Armor	No
Force Staff	Staff	Yes
Friend's Gift	Companion Item	Yes
Frozen Armor	Armor	Yes
Fundamental Ice	Reagent	No
Gambler's Weapon	Weapon	No
Gem of Colloquy	Wondrous Item	Yes
Glassteel Shard	Reagent	No
Gloaming Shroud	Wondrous Item	Yes
Gloves of Agility	Wondrous Item	Yes
Goblin Stompers	Wondrous Item	Yes
Goggles of Aura Sight	Wondrous Item	Yes
Grasping Weapon	Weapon	No
Gravespawn Potion	Potion	No
Headband of Perception	Wondrous Item	Yes
Heartening Armor	Armor	Yes
Hedge Wizard Gloves	Wondrous Item	No
Hellfire Wand	Wand	Yes
Helm of Opportunity	Wondrous Item	Yes
Helm of the Stubborn Mind	Wondrous Item	No
Holy Healer's Weapon	Weapon	Yes
Horseshoes of Speed	Mount Item	Yes
Hunter's Flint	Wondrous Item	No
Hunter's Headband	Wondrous Item	No
Immunizing Armor	Armor	No
Impenetrable Barding	Mount Item	Yes
Imposters Armor	Armor	No
Inescapable Weapon	Weapon	Yes
Inspiring Weapon	Weapon	No
Instant Campsite	Wondrous Item	No
Iron Armbands of Power	Wondrous Item	Yes
Irrefutable Armor	Armor	Yes
Jester Shoes	Wondrous Item	No
Jousting Shield	Armor	No
Knife Thrower Gloves	Wondrous Item	Yes

Item	Type	Attune?
Lancing Gloves	Wondrous Item	No
Lifegiving Armor	Armor	Yes
Luckbender Gloves	Wondrous Item	Yes
Lullaby Weapon	Weapon	No
Mage's Weapon	Weapon	Yes
Martyr's Armor	Armor	Yes
Master's Wand of Cloud of Daggers	Wand	No
Master's Wand of Dire Radiance	Wand	No
Master's Wand of Eldritch Blast	Wand	No
Master's Wand of Magic Missile	Wand	No
Master's Wand of Ray of Frost	Wand	No
Master's Wand of Scorching Bolts	Wand	No
Medic's Weapon	Weapon	No
Meliorating Armor	Armor	Yes
Mercurial Rod	Rod	Yes
Mind Dust	Reagent	No
Mirrored Caparison	Mount Item	Yes
Mithral Shield	Armor	No
Mnemonic Staff	Staff	Yes
Mountain Shield	Armor	No
Muleback Harness	Wondrous Item	No
Nail of Sealing	Consumable	No
Oathblade	Weapon	Yes
Opportunistic Weapon	Weapon	No
Orb of Debilitating Languor	Orb	Yes
Orb of Far Seeing	Orb	Yes
Orb of Fickle Fate	Orb	Yes
Orb of Harmonic Agony	Orb	Yes
Orb of Impenetrable Escape	Orb	Yes
Orb of Insurmountable Force	Orb	Yes
Orb of Judicious Conjuraton	Orb	Yes
Orb of Sweet Sanctuary	Orb	Yes
Orb of Ultimate Imposition	Orb	Yes
Orb of Unlucky Exchanges	Orb	Yes
Paired Weapon	Weapon	No
Parry Gauntlets	Wondrous Item	Yes
Parrying Weapon	Weapon	Yes
Pelaurum Armor	Armor	Yes
Pinning Weapon	Weapon	Yes

Item	Type	Attune?
Point Blank Weapon	Weapon	Yes
Poisoned Weapon	Weapon	Yes
Potion of Clarity	Potion	No
Potion of Spirit	Potion	No
Premonition Ring	Ring	Yes
Prime Shot Weapon	Weapon	No
Quick Weapon	Weapon	Yes
Quickcourse Rod	Rod	Yes
Quickhit Bracers	Wondrous Item	Yes
Razor Shield	Armor	No
Reading Spectacles	Wondrous Item	Yes
Reckless Weapon	Weapon	No
Reinforcing Armor	Armor	Yes
Rendering Weapon	Weapon	No
Reproachful Weapon	Weapon	Yes
Repulsion Armor	Armor	Yes
Restful Bedroll	Wondrous Item	No
Ring of Adaptation	Ring	Yes
Ring of Aquatic Ability	Ring	Yes
Ring of Arcane Information	Ring	Yes
Ring of Fireblazing	Ring	Yes
Ring of Perfect Grip	Ring	Yes
Ring of Shadow Guard	Ring	Yes
Robe of Contingency	Wondrous Item	Yes
Robe of Quills	Wondrous Item	Yes
Robe of Scintillation	Wondrous Item	Yes
Rod of Blasting	Rod	Yes
Rod of Cursed Honor	Rod	Yes
Rod of Malign Conveyance	Rod	Yes
Rod of the Dragonborn	Rod	Yes
Rod of the Shadow Walker	Rod	Yes
Sacrificial Weapon	Weapon	Yes
Saddle of Strength	Mount Item	Yes
Salubrious Armor	Wondrous Item	Yes
Sandals of Precise Stepping	Wondrous Item	Yes
Scalebane Weapon	Weapon	No
Screaming Armor	Armor	Yes
Serpentskin Armor	Armor	Yes
Shared Suffering Armor	Armor	Yes
Shield of Eyes	Armor	Yes
Shield of the Guardian	Armor	Yes
Shimmering Armor	Wondrous Item	Yes

Item	Type	Attune?
Shimmerlight Shield	Armor	Yes
Shroud of Protection	Wondrous Item	No
Sigil of Companionship	Companion Item	Yes
Silent Tools	Wondrous Item	No
Skewering Weapon	Weapon	Yes
Skull Bracer	Wondrous Item	Yes
Skybound Armor	Armor	No
Slick Armor	Armor	No
Staff of Light	Staff	Yes
Staff of Missile Mastery	Staff	Yes
Staff of Ruin	Staff	Yes
Staff of Spectral Hands	Staff	Yes
Staff of Ultimate Defense	Staff	Yes
Staff of Unparalleled Vision	Staff	Yes
Staggering Weapon	Weapon	No
Stalwart Belt	Wondrous Item	Yes
Stoneborn Armor	Armor	Yes
Stonemeal Biscuit	Consumable	No
Stoneskin Robes	Wondrous Item	Yes
Strongheart Weapon	Weapon	No
Subtle Weapon	Weapon	Yes
Summoned Armor	Armor	No
Surefoot Boots	Wondrous Item	Yes
Swiftshot Weapon	Weapon	No
Symbol of Astral Might	Holy Symbol	Yes
Symbol of Confrontation	Holy Symbol	Yes
Symbol of Dire Fate	Holy Symbol	Yes
Symbol of Divine Reach	Holy Symbol	Yes
Symbol of Good Fortune	Holy Symbol	Yes
Symbol of Mortality	Holy Symbol	Yes
Symbol of Reproach	Holy Symbol	Yes
Symbol of Resilience	Holy Symbol	Yes
Symbol of Vengeance	Holy Symbol	Yes
Tactician's Armor	Armor	Yes
Terror Ichor	Reagent	No
Thieving Weapon	Weapon	Yes
Throwing Shield	Armor	Yes
Thunder Wand	Wand	No
Utility Staff	Staff	Yes
Vanguard Weapon	Weapon	Yes

Item	Type	Attune?
Vengeful Weapon	Weapon	Yes
Versatile Armor	Armor	Yes
Verve Armor	Armor	Yes
Veteran's Armor	Armor	Yes
Vicious Rod	Rod	Yes
Viper Belt	Wondrous Item	Yes
Wand of Cold	Wand	Yes
Whiteflame Armor	Armor	Yes
Wounding Weapon	Weapon	Yes
Wrestlers Gloves	Wondrous Item	No

CREDITS

Created using The Homebrewery.

All original 4th edition content, as well as 5th edition, is owned by Wizards of the Coast.

5th edition conversion is done by u/MrBakudan

The Lost Vaults is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC

Art from the 4th edition Adventurers Vault is made by Drew Baker, Ryan Barger, Ed Cox, Thomas Denmark, Wayne England, Jason A. Engle, Randy Gallegos, David Griffith, Howard Lyon, Lee Moyer, William O'Connor, Darrell Riche, Marc Sasso, Chris Seaman, Anne Stokes, Franz Vohwinkel, and James Zhang

SPECIAL THANKS TO...

u/MrVauxs	for help with clarification on Alchemy items
u/Rico_blaadjes	for pointing out formatting issues
u/Kain_Bridge	for syntax help and item feedback
u/hunter_of_necros	for an insane amount of syntax help and google doc suggestion, and many item adjustments
u/Kenley	for magic table suggestion
u/robotiCapra	for table of contents suggestion
Luke DeLong	for item corrections and suggestions
r/DnD and r/DnDHomebrew	for help with ideas, suggestions, and encouragement!