

Legendary Adventure 5



TREASURY OF THE CRUSADE

by Pedro Coehlo



TREASURY OF THE CRUSADE



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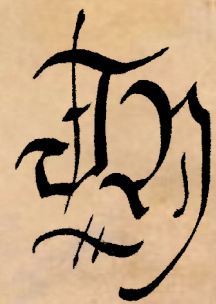
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WHAT YOU WILL FIND INSIDE TREASURY OF THE CRUSADE:

This supplement explores magical items fit for a crusade, where the valorous guardians of the mortal realms stand in defiant resistance against the encroaching armies of the demon lords. They range in power from simple trinkets and tokens and magical signaling devices to mighty weapons and powerful artifacts. Some are emblematic of glorious goodness, while others reek of ineffable evil and demoniac damnation, but each one can serve to make your campaign more exciting and your treasure hoards more interesting. They add delightful detail and innovative options for heroes and villains alike, whether found as captured plunder after the sack of an enemy fortress or recovered relics of a lost outpost or expedition, or even granted as a token of esteem by the crusader commanders who keep vigilant watch upon the demon-haunted borderlands. These items range from the militant to the mundane in this book, from weapons and shields to bindings, books, and music boxes. It's true that a crusader's heart is not quite so deeply invested in treasure as a mercenary's or explorer's, but if it's a rich assortment of gear for good and bad alike they seek, they are going to love what they find in the Treasury of the Crusade.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



GOD-LIKE POWER

As this book was designed for the Demon Crusade Adventure Path, many items have special interactions with creatures with god-like powers, using that Adventure Path's special subsystems. If you wish to use these items in another campaign, it is up to the DM to determine what creatures have god-like powers, including the PCs, and how that works mechanically. As a general rule, any being invested with divine or unholy power to an unusual extent should be considered to have godlike powers. That is, not every cleric will be imbued with such power, but a god's earthly representative almost surely will, as might ordinary adventurers who wield the holiest of artifacts, or who have sworn to embark on a mission of the greatest importance to the gods. Creatures with god-like powers are also referred to as god-like creatures.

TREASURY OF THE CRUSADE

The magic items in this product are designed specifically to fit within a campaign against the demon hordes, whether a published adventure path or a demon-war campaign of your own devising. Some items may be long-lost holy relics of fallen kingdoms long since swept aside by the fiendish onslaught, while others are tokens of the crusader kingdoms founded to push back the demonic invasion and keep it contained, and might be given as boons to those who serve well the forces of good. Some items, of course, are tainted with perfidy and corruption, like the heresies and bloodthirsty inquisitions that grow like tumors within the crusader armies, and are tools of terror and sedition for collaborators with the armies of darkness.

This treasury does include a number of items that use the god-like power rules, as the official Demon Crusade Adventure Path does. Such things can be a bridge too far for some gamers, and if they are not your cup of tea feel free to ignore them. However, it is important to note that even items designed for god-like powers can easily be used in any campaign, as such items have an array of abilities available to non-god-like characters, and for that matter you can simply ignore the god-like requirements for an item's more potent abilities. The god-like rules are a toolbox for enhancing your campaign, and we think they can be a great addition to your campaign. The items are listed by rarity in the table below, and their descriptions are broken up by item type thereafter.

Item Name	Rarity
<i>ascension catalyst</i>	uncommon
<i>box of the rapturous choir</i>	uncommon
<i>flareup arrow</i>	uncommon
<i>pleading of the crusades</i>	uncommon
<i>seed of discord</i>	uncommon
<i>splitting bolt</i>	uncommon
<i>Stygian coin</i>	uncommon
<i>warforge hammer</i>	uncommon
<i>fiend leash</i>	rare
<i>firespitter</i>	rare
<i>kinship pledge signet</i>	rare
<i>locust rod</i>	rare
<i>mind mirror</i>	rare
<i>planar atlas</i>	rare
<i>ring of backstepping</i>	rare
<i>staff of the raised horde</i>	rare
<i>strangling straps</i>	rare
<i>summoner's scramble staff</i>	rare
<i>crimson helix</i>	very rare
<i>fluid modulation gloves</i>	very rare
<i>ironstretch buckler</i>	very rare
<i>rod of torment</i>	very rare
<i>screecher</i>	very rare
<i>abyssal carcass</i>	legendary
<i>crusader aegis</i>	legendary
<i>mythscurge</i>	legendary
<i>razor bow</i>	legendary
<i>ring of alternate paths</i>	legendary
<i>deva wings</i>	artifact
<i>dimensional bomb</i>	artifact

ARMOR AND SHIELDS

ABYSSAL CARCASS

Armor (plate), legendary (requires attunement)

This blood-red +2 *plate* looks like an amalgam of bodies assembled together in gruesome fashion. The helm features imbricate howling faces; the torso seems to have been eviscerated to expose mutilated entrails, while arms

and legs are woven of braided muscle fibers interwoven in agonizing fashion. Dark veins and blood spatters tint the whole surface of the *abyssal carcass*.

Despite a dreadful appearance, the *abyssal carcass* actually guards you from the true horrors of the Abyss, while serving as a reminder of the atrocities perpetrated by its inhabitants. You have advantage on saving throws against spells and other magical effects used by demons, and damage resistance against attacks made by creatures with the demon tag. Whenever you take damage from a creature with the demon tag, for one hour you gain darkvision 60 ft., and are treated as chaotic evil for all effects.

CRUSADER AEGIS

Armor (breastplate), legendary (requires attunement)

This shiny +2 *breastplate* bears on its chest the honored insignia of the crusades. A warrior donning the *crusader aegis* fights reassured that his soul is safe should he perish before wicked enemies.

If the wearer dies, the armor absorbs the wearer's soul, body, and other equipment and surrounds itself with a shell of energy equivalent to a *wall of force*, which is in turn surrounded by 5-foot-radius permanent *antilife shell* spell that also hedges out constructs and undead. While so protected, a *crusader aegis* can be moved by a creature using a tool to bypass the *antilife shell*.

The lifekeeping energies of the shell can be used to help bring back a fallen wearer, serving in place of the material component of a *raise dead*, *resurrection* or *true resurrection* spell cast by a good-aligned being. The shell is consumed, but the armor remains and retains its magical properties. A good-aligned creature using such a spell ignores the *antilife shell* and *wall of force*. An evil creature attempting to carry the shell suffers the effects of the poisoned condition, even if immune to the poisoned condition, as the overwhelming good energies of the armor prove anathema to the evil creature.

IRONSTRETCH BUCKLER

Armor (shield), very rare (requires attunement)

This iron +2 *shield* affixes to the body through spiked chains wrapped around the forearm. The spikes' punctures are painless and ensure a firm fastening, without leaving behind any wounds.

You can meld your flesh with the shield as an action, turning your shield-bearing arm into living iron for up to 5 minutes per day. This duration need not be continuous, but it must be used in 1-minute increments. The organic metal is extensible and allows you to increase the iron arm's reach by 5 feet at will.



While the arm remains in iron form, your armor bonus increases by 1. At the beginning of your turn, you can forgo your shield bonus to armor class and give it to an adjacent ally for 1 round. While your arm is iron, you gain disadvantage on all Dexterity checks and Strength (Athletics) checks.

MIND MIRROR

Armor (shield), rare (requires attunement)

Black walnut woodwork frames the dull metal surface of this +1 *tower shield*. By speaking a command word as an action, you convert the unpolished shield's exterior to a perfect mirror that exhibits a twisted reflection of those staring into it.

When you activate the *mind mirror*, you choose one creature within 30 feet as the target of the shield's powers for the duration of the current activation. The shield pries the mind of the selected opponent, rummaging for shameful fears and thoughts unless they make a DC 15 Wisdom saving throw. If the target makes the saving throw, she is immune to the mind probe for 1 minute; if she fails, the *mind mirror* depicts her reflection as a loathsome perversion of herself. This vision is clearly

visible to all but causes the target to become poisoned by the disturbing sight (DC 15 Constitution negates). Unless surprised, a creature can avert her eyes to avoid the saving throw at the start of her turn. If the creature does so, she can't see you until the start of its next turn, when she can avert her eyes again. The effect lasts as long as the creature remains within 30 feet with line of sight to the *mind mirror*.

Additionally, if you have god-like power, you can activate the *mind mirror* once per day as a reaction to turn a gaze attack against the attacker for 1 round. You are still vulnerable to the target's gaze attack.

The *mind mirror* can be activated three times per day, and you may end the shield's effects at will.

SCREECHER

Armor (shield), very rare (requires attunement by a ranger)

Emblazoned in high relief at the center of this brass +2 *shield*, a chanting songbird rests on a tree branch.

You may select one creature type among your favored enemies with a command word, causing the shield to emit a high-pitched cacophony audible only to creatures of the chosen type. The noise is so loud that it drowns every other sound in a 20-ft. radius, temporarily giving the deafened condition to all creatures of the chosen type that remain in the area. While the shield is active, you automatically fail Dexterity (Stealth) checks against creatures of the chosen type, and these creatures always prefer to attack you over other targets whenever you are within reach of their melee attacks.

As an action, the wielder of a *screecher* can amplify the noise, discharging an earsplitting screech that deals 35 (10d6) points of sonic damage to all creatures of the chosen type within 20 feet of the wielder, or half with a successful DC 19 Constitution saving throw. Creatures failing their saving throw are permanently deafened. After being used this way, the *screecher* goes silent and functions as a regular +1 *shield* for the next 24 hours.

STRANGLING STRAPS

Armor (leather), rare

Scaly green straps overlap to shape this leather armor. Its unique structure allows you to quickly wrap or unwrap the armor around your torso, allowing it to be put on or taken off as an action. At first glance, the *strangling straps* look like they are made of snake leather, but a DC 20 Intelligence (Arcana) check reveals the material to be the hide of a marilith.

When a non-evil wearer of the *strangling straps* enters combat with a creature a demon the armor turns against its wearer. Starting on the demon's turn, the straps tighten



increasingly; the wearer gains the grappled condition and takes 4 (1d8) points of bludgeoning damage from constriction, or half with a successful DC 12 Constitution saving throw. As an action each round you can make a DC 12 Escape roll. The first success reduces the ongoing bludgeoning damage to 1d4, and the second success completely removes the armor, releasing you from the grapple. Alternatively, you can attempt to destroy the armor; the *strangling straps* have 20 hit points, and are immune to piercing and bludgeoning damage.

Despite the armor's intrinsic mischievousness, the *strangling straps* can be redeemed temporarily with a *dispel evil and good* spell. Doing so suppresses the armor's ability to grapple the wearer for 1 minute per level of the caster. A *hallow* spell cast on it during this time severs its ties to the Abyss, giving the wearer full control over the straps. Redeemed *strangling straps* give a +2 bonus on Escape rolls.

SPECIFIC WEAPONS

CRIMSON HELIX

Weapon (spear), very rare

A spiraling red blade runs around the upper shaft of this +2 *spear*, its characteristic hue the result of a thin coating of coagulated blood exuded by the lacerating weapon. A favorite in gladiatorial arenas due to its thrilling visuals, the *crimson helix* has the performance special quality.

When wielded in combat, the *crimson helix* violently spins its spiraling blade, tearing into exposed flesh. On a critical hit, or on any hit against a creature with no natural armor bonus to AC and wearing light or no armor, the target takes 4 (1d8 points) additional damage from bleeding. The gashes caused by a *crimson helix* are cursed and cannot heal naturally. Magical healing has only half the normal effect on damage dealt by a *crimson helix* (though other damage can be cured normally) unless the curse is removed with *remove curse* or a similar effect. A *regenerate* spell functions normally and removes this curse, and creatures with the regeneration ability are immune.

As an action, the wielder can thrust the twirling helix into soft ground to throw a cloud of dust and debris in the air for 1 round. This effect can take the form of a 10-foot-radius spread centered on the wielder or a 15-foot cone-shaped burst, at the wielder's choice. Creatures who fail a DC 15 Dexterity saving throw in the area other than the wielder are blinded for 1d4 rounds. A blinded creature can wipe the dust from their eyes as an action, removing the blinded condition.

FIEND LEASH

Weapon (net), rare

The threads that compose this +1 *net* are actually chains made of tiny cold iron rings. If you control the net's trailing rope, she can move a restrained target to any square within reach of the trailing rope as a standard action unless the target makes a DC 14 Wisdom saving throw. An enemy being moved this way does not provoke opportunity attacks. The creature cannot escape the net via teleportation; any such attempts teleport the net along with the creature to a random square within reach of the trailing rope but the creature remains trapped by it.

The *fiend leash* has 50 hit points and can be escaped as an action with a successful DC 25 Strength check. It has damage resistance against attacks made by fiends and damage dealt fiends is automatically repaired at a rate of 5 hit points per round.

FIRESPIITTER

Weapon (blowgun), rare

The embers scattered along the wooden surface of this +1 *blowgun* flicker continuously, reigniting mere moments after dying out. The *firespitter* feels comfortably warm when pressed against the shooter's lips, and blowing down the long tube releases tiny darts of fire that ignite the target on impact. The *firespitter* does not require the use of any ammunition, since it naturally produces its own magical projectiles. The blowgun's attack deals fire damage instead of piercing and the target must succeed on make a DC 15 Dexterity saving throw or catch on fire.

The *firespitter's* flammable qualities also enhance magical fire. The wielder use their movement to direct a spell or ability that deals fire damage through the *firespitter*, increasing the DC of that spell or ability by one. Whether being used to attack or enhance a spell, a *firespitter* can be used only once per round.

FLAREUP ARROW

Weapon (arrow), uncommon

The tip of a *flareup arrow* carries a copper canister in place of a regular arrowhead. When shot up in the air, the canister flares up upon reaching the highest point of the arrow's trajectory, emitting an intense brightness that improves the light conditions in a battlefield by one step. The light lasts for 1 minute as the arrow falls slowly, burning up when it reaches the ground.

Visible from up to 3 miles away, the *flareup arrow* serves not only as a distress signal to real allies, but also as a call

for false reinforcements. When the arrow lights up, the edges of the battlefield are encircled by illusory troops charging to the aid of the army that shot the *flareup arrow*. These troops are actually illusions, but their sudden appearance can turn the tides of battle, with the possibility of triggering a retreat, diverting enemy attacks, or aiding attacks by the real troops, at the DM's discretion.

MYTHSCOURGE

Weapon (dagger), legendary

The *mythscourge* is a fearsome spike whose sole purpose is the nullification of all god-like power. Close to the spike's bottom, an elaborate iron fretwork serves as a firm handle. The *mythscourge* has the same stats as a +3 *dagger*, and deals an additional 9 (2d8) damage against godlike creatures.

Godlike creatures damaged by a *mythscourge* must make a DC 15 Wisdom saving throw or be unable to use their godlike powers for 1 round. If you score a critical hit on a godlike creature with the *mythscourge*, it is unable to use its godlike powers for one hour, with no saving throw possible.

RAZOR BOW

Weapon (longbow), legendary (attunement required)

Completely made of metal, this shiny +1 *longbow* is surprisingly flexible, bending as a regular wooden bow under the strain of a steel bowstring. The outer sides of the lower and upper limbs are crafted like curved blades, allowing the wielder of a *razor bow* to use it as a +1 *battleaxe* in melee combat. The *razor bow* is a Finesse weapon.

The *razor bow* momentarily transforms all arrows it fires into adamantine, and turns the arrow's fletching into extended, sharp blades that allow the arrows to deal both piercing and slashing. In addition, if you have god-like powers, twice per day when you roll a natural roll of 20 when shooting an arrow, treat that attack as if it had a *vorpal sword's* properties for the resolution of that strike. You may not use this power against godlike creatures.

SPLITTING BOLT

Weapon (bolt), uncommon

This peculiar bolt shifts in and out of phase, fluctuating

between a material and an ethereal, shadowy state. When placed together, *splitting bolts* quickly adjust phases to oscillate in opposite frequencies; thus, a case or quiver of *splitting bolts* can fit 40 projectiles, twice as many usual. As a result of its unique physical properties, the *splitting bolt* has a 20% chance of negating cover or physical barriers in its path.

When shot from a crossbow, a *splitting bolt* creates numerous illusory copies of itself. The target of the ranged attack must make a DC 12 Wisdom saving throw to disbelieve the illusion. On a failure, the target is overwhelmed by the sudden hail of bolts and cannot react competently; the attacker gains advantage on this attack. A successful save allows a creature to automatically disbelieve the illusory property of all *splitting bolts* for the next hour.

WARFORGE HAMMER

Weapon (warhammer), uncommon

Bearing the distinguishable crest of the God of Dwarves and Artifices, this iron warhammer resembles more a forging hammer than an actual combat weapon. Indeed, toiling away at blacksmithing is a much easier task with the help of the *warforge hammer*, for the magic in it assists in doing—or undoing—any metal work.

The hammer deals 2 extra damage against metal objects. The hammer counts as smith's tools, and gives advantage on any smithing check. As an action you can use it to repair a broken metal object, as the *mending* spell.

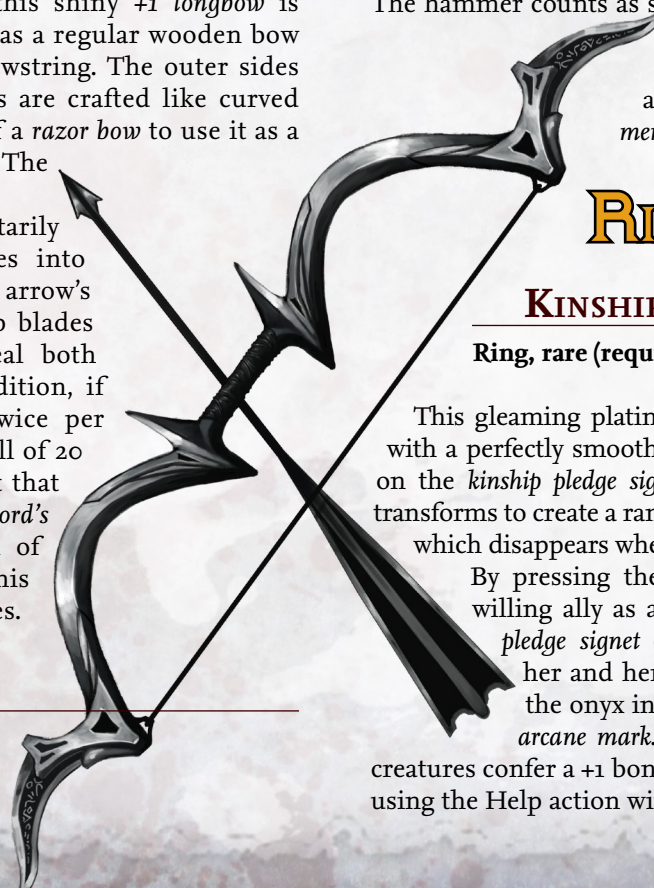
RINGS

KINSHIP PLEDGE SIGNET

Ring, rare (requires attunement)

This gleaming platinum ring has a flat surface inlaid with a perfectly smooth onyx disk. When a creature puts on the *kinship pledge signet*, the top surface of the onyx transforms to create a random, unique, high-relief insignia, which disappears when the ring is taken off.

By pressing the insignia against the skin of a willing ally as an action, the wearer of a *kinship pledge signet* creates a mutual bond between her and her ally. The mark has the shape of the onyx insignia but otherwise functions as an *arcane mark*. While the bond is in place, the creatures confer a +1 bonus in addition to advantage when using the Help action with each other.



If the two creatures are on the same plane, they always know the general direction to each other. The wearer of the ring can determine the exact distance to the marked ally with a successful DC 20 Intelligence (Arcana).

Only one such bond can be active at any one time. If the wearer creates a new bond with a second creature, the original one is severed.

RING OF ALTERNATE PATHS

Ring, legendary (requires attunement)

Mounted in the interwoven basket of a thick trellis silver ring, a sparkling amethyst symbolizes the many possible lives of a hero. The *ring of alternate paths* bestows upon you visions of some parallel lifetime.

At the beginning of each day, you swap one ability you possess for another you could have possessed had you chosen differently. This substitution lasts for 24 hours, and the ability you gain must be a valid choice on the day that you make it. For instance, a cleric could change his domain, but could not swap his domain for a fighting style or sneak attack. If applicable, you may swap a set of abilities, such as a druid's choice of circle.

The interlacing destinies brought about by the *ring of alternate paths* disrupt reality's perception of the wearer, making it harder for others to comprehend her destiny. A creature casting a divination spell that targets the wearer has a 20% chance of spell failure.

If a creature tries to simultaneously wear two *rings of alternate paths*, the rings interact in paradoxical ways, and both rings permanently lose all their magical properties.

RING OF BACKSTEPPING

Ring, rare (requires attunement)

This copper ring holds between the open ends of its bypass shank a fragile glass center stone. By pressing together the two sides of the band and crushing the glass piece in the middle as an action, you instantly travel between two points located in the same plane of existence, teleporting from your current position to the exact place you occupied at the end of your last turn. Once per day if you have godlike powers, you return to your previous position even if it is in another plane. This power works regardless of the distance between the two points.

All gear and held objects travel with you. If you are touching your familiar, you can choose to take your familiar with you. If you are touching any other type of creature, such as during a grapple, that creature is left behind. If the target destination is occupied when you activate the ring, you teleport instead to the nearest unoccupied space in relation to your target destination.

The shattered center stone takes 24 hours to reform, after which the ring can be used again.

RODS

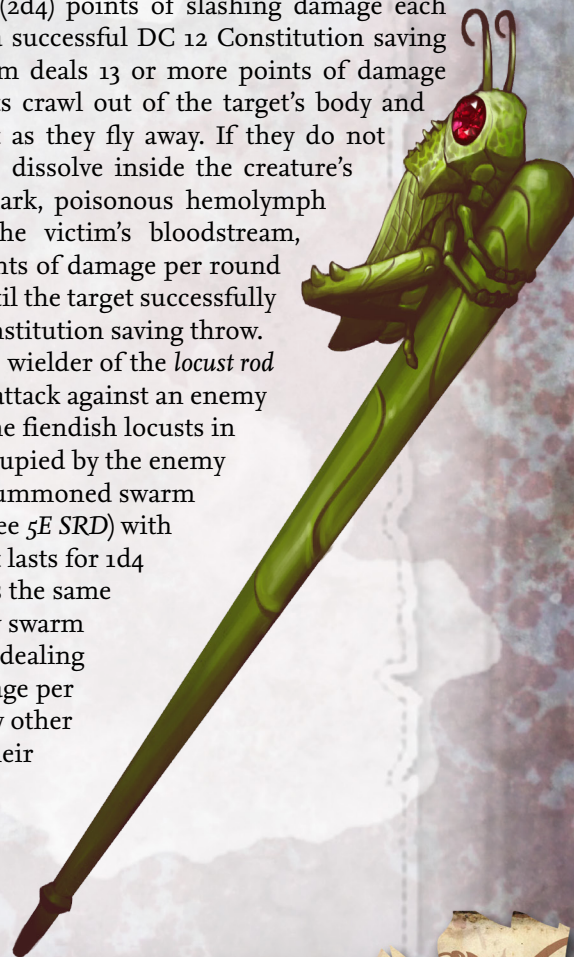
LOCUST ROD

Rod, rare (requires attunement)

A large green grasshopper wraps its claws around the upper half of this branchlike bronze rod, emitting a constant buzzing. The *locust rod* sends distracting tingles up your arm; while holding the rod, you must make an ability check using your spellcasting ability to cast a spell. The DC is 10 + the spell level.

A *locust rod* can be wielded as a +1 *light mace*. Once per day, you can make a melee attack to summon a swarm of fiendish locusts inside the target's body. If the target is affected by *protection from evil and good*, or any other effect that blocks evil summoned creatures or planar travel, this effect fails. If the attack hits, the fiendish locusts begin tearing their way out of their prison of flesh for 1d4 rounds, dealing 5 (2d4) points of slashing damage each round or half on a successful DC 12 Constitution saving throw. If the swarm deals 13 or more points of damage in total, the locusts crawl out of the target's body and turn to black dust as they fly away. If they do not escape, the locusts dissolve inside the creature's body, forming a dark, poisonous hemolymph that seeps into the victim's bloodstream, dealing 4 (1d8) points of damage per round for 6 rounds or until the target successfully makes a DC 12 Constitution saving throw.

Alternatively, the wielder of the *locust rod* can make a melee attack against an enemy swarm to invoke the fiendish locusts in the same space occupied by the enemy swarm. Treat the summoned swarm as a *wasp swarm* (see 5E SRD) with the demon tag that lasts for 1d4 rounds. It occupies the same space as the enemy swarm and moves with it, dealing 1d6 points of damage per round to it and any other creature sharing their space. The enemy swarm's speed is halved while the swarm of demon locusts fights it.



ROD OF TORMENT

Rod, very rare (requires attunement)

The fissures along this black metallic rod reveal a glass cylinder placed within its core. A frightful green vapor swirls inside the hissing tube, and a misty eye occasionally peeps through the cracks while a thick needle hangs from the rod's lower extremity. The *rod of torment* inflicts suffering and implants vile thoughts in its victims, causing their own minds to turn against their bodies—a ghastly sight to all but the most sadistic of beings.

A *rod of torment* can be wielded as a +1 *mace*. Once per week as a melee attack, you can stab a creature with the rod's needle (treat as a +1 *dagger*) and injects a dose of nefarious vapors into its body, provoking visions of death and mutilation that are reflected physically in the victim's flesh. The affected creature becomes poisoned unless it succeeds on a DC 16 Wisdom saving throw and suffers 3 levels of exhaustion unless it succeeds on a DC 16 Constitution saving throw. These effects last for 1d4+1 rounds on a failed saving throw. If a creature fails both saving throws, use the same duration for both effects. If the target has fewer than 100 hit points when these effects end, it is reduced to 0 hit points and falls unconscious unless it succeeds at a DC 18 Constitution saving throw.

While the corrupting essence within a *rod of torment* recharges itself after one week but a godlike creature can recharge it once per day.

STAVES

STAFF OF THE RAISED HORDE

Staff, rare (attunement required)

A sticky, greenish ectoplasmic coating covers the surface of this staff carved from a single bone. With a command, a *staff of the raised horde* taps into the deep wells of negative energy to temporarily raise large numbers of corpses, giving its wielder the power to turn the tides of a battle.

A *staff of the raised horde* allows the use of the following spells:

- *Command undead* (1 charge)
- *Animate dead* (2 charges)

If you have god-like powers, you may instead cast the godlike version of these spells.

The staff has 10 charges, and regains 1d6+4 expended charges per day at dawn. If you expend the last charge, roll a d20. If you roll a 1, the staff breaks into hundreds of bone splinters that pierce the ground and vanish.

SUMMONER'S SCRAMBLER STAFF

Staff, rare (attunement to a spellcaster required)

The tip of this fine darkwood staff clasps a scintillating ametrine cut in the navette shape—a yellow-and-purple-banded gemstone which, upon close inspection, reveals within its crystalline walls the shifting image of diverse beings. The *summoner's scrambler staff* allows its wielder to cast any *conjure* spell as an action, spending 1 charge for each level of the spell. However, the staff cannot be activated at will: to trigger its powers, the wielder must successfully channel the magic of another creature.

At the beginning of his turn, the wielder of the staff can choose a target and ready an action to try to siphon its magic. If the target attempts to cast a spell, you then make an ability check using your spellcasting ability. The DC equals 10 + the spell's level.

If the spell is a summoning spell, the target loses its action and the wielder casts a *conjure* spell from the staff; this spell must be of the same level or lower than the spell being used by the target. If the target's spell is not a *conjure* spell, the staff gains one charge (up to its maximum capacity) and the targeted spell's effective spell level decreases by 1 (to a minimum of that spell's level). The staff gains no charges from scrambling spells of 2nd level or below. The staff has 10 charges, and recharges only by scrambling spells. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dust.

WONDROUS ITEMS

ASCENSION CATALYST

Wondrous item, uncommon

A highly reactive chemical substance, the *ascension catalyst* has the pleasant smell of fresh mead and the color and glow of sunbeams. It is always found stored in tightly sealed vials made of inert substances such as gold or silver, protected from direct light or contact with the air; such precautions preserve the catalyst's ability to infuse extraordinary powers to other substances and creatures.

By mixing a full vial of *ascension catalyst* with a magic potion, a creature can imbue that potion with power; the spell therein contained is treated as if it were the godlike version of itself. Or the *ascension catalyst* can be used to speed up any alchemical process, reducing tenfold the time needed to craft an alchemical item, poison, or magical potion, elixir, solvent, unguent, ointment, or similar liquid or semiliquid substance.

BOX OF THE RAPTUREOUS CHOIR

Wondrous Item, uncommon

This mother of pearl decorative box portrays gilded pictograms of angels. Opening the box establishes a tenuous gateway to the good-aligned outer planes, which allows choirs of choral angels to reach out to followers of benevolent deities.

The box only works in the hands of a wielder who worships a good-aligned deity. You can open the *box of the rapturous choir* and make a prayer to your deity as an action, prompting a reply in the form of angelic music. The beautiful melody is both invigorating and inspiring; every ally in a 30 feet radius who can hear the song gains advantage on Wisdom saving throws as long as the box remains open. Additionally, the angelic harmonies bolster a bardic song of rest, doubling the hit points restored.

The *box of the rapturous choir* can only be opened once per day. The angels sing for up to 1 minute, after which the melody ceases and the box closes automatically.

FLUID MODULATION GLOVES

Wondrous item, very rare (requires attunement)

These brown leather gloves look partially made of water, with aquatic patterns flowing through the back side of the gloves. *Fluid modulation gloves* permit you to tamper with the physical properties of liquids while protecting her from their harmful effects.

By plunging both hands in a body of liquid as an action, you can manipulate that liquid in a 20-foot radius. Each round you keep your hands submerged, the radius expands an additional 5 feet, up to 40 feet.

While the gloves are immersed, you can moderate the liquid's temperature, suppressing environmental heat or cold dangers deriving from that liquid. You may also alter the phase of the liquid in the affected area, freezing it to the point of solidification or boiling it to the point of vaporization.

Creatures other than you standing in the affected area when it becomes frozen cannot move; they gain the grappled condition (Escape DC 14) unless they make a successful DC 16 Dexterity saving throw, and take 3 (1d6) points of cold damage each round they begin their turn within the area. Likewise, creatures in the affected area when it becomes boiling gain one level of exhaustion unless they make a successful DC 16 Constitution saving throw and take 3 (1d6) points of fire damage each round they remain in the area. After you pull out your hands as a bonus action, the affected area returns to its original state 1 round later.

Finally, you can create a protective field around your body as an action, which takes the form of a thin plasmatic

layer spawning from the gloves. This protective field can be used for up to 10 rounds each day (these rounds need not be consecutive) and grants the wearer resistance against fire or cold (your choice).

PLANAR ATLAS

Wondrous item, rare

The *planar atlas* is a poster-sized leatherbound book with but a few pages. Written in coded runes, the cover page always displays the name of the current plane in large calligraphic letters, while the back page brings a cryptic index of important locations, listed by name. The remaining two-page spread in the middle displays a puzzling map replete of keys and commentaries about the current plane, some indicating eventual points of passage to neighboring dimensions.

Deciphering the notations on a *planar atlas* requires a DC 20 Knowledge (planes) check. By consulting the *planar atlas*, you can improve your familiarity towards a location on that plane by one step in the familiarity table when casting *teleport*, plus one additional step for every 5 points by which you beat the DC on each check.

When utilizing the *plane shift* spell, you appear 1 to 100 miles from your intended destination (d%). You can add or subtract a number of miles by the number of points by which you beat the DC on each check from this percentile roll.

A character who can read the *planar atlas* gains advantage on any Wisdom (Survival) or Intelligence checks made to navigate within the current plane.



PLEADING OF THE CRUSADES

Wondrous item, uncommon

Inscribed on a tiny piece of square parchment, the soothing words of the *pleading of the crusades* comfort those who find themselves stumbling in their courage. Although knowing the words by heart is rather common among crusaders, the verses must be magically written down and carried in the form of this prayer note to have any real effects on the bearer.

Every morning, you must spend 1 minute reading the prayer aloud to gain its benefits. If you have the aura of protection class ability, the range of the aura increases by 5 feet. Once per day, when you fail a saving throw that results in you gaining the frightened condition, you can attempt a new saving throw with the same DC. On a successful roll, you are not frightened.

You can also make a DC 15 Wisdom saving throw to avoid performing any action that could adversely affect your alignment or your standing with your deity, even if under the influence of *charm*, *dominate*, or similar spells.

SEED OF DISCORD

Wondrous item, uncommon

Usually sculpted from a larger crystal form into different sorts of trinkets, a *seed of discord* goes unnoticed in most pieces of jewelry due to its unremarkable physical aspect. Although the sight of this bland, milky material does not evoke awe, its magical properties are of the vilest qualities, enough to shake—or even ruin—friendships and alliances.

As an action, you can crush the seed with one hand, creating a fine colorless and odorless powder which infects a victim with 7 HD or less when ingested or inhaled unless they succeed on a DC 14 Wisdom saving throw. If mixed with food or beverages, the seed affects only the first person to ingest it. Infecting someone with a *seed of discord* is an evil act.

An infected creature becomes selfish, aggressive, and distrustful of people. Its attitude towards others can never be raised above indifferent. It refuses to part willingly with anything worth more than 1 gp currently in its possession, and cannot use the help action or take actions that risk its own safety to save or help someone else. Once per day when confronted with such restrictions, the infected creature can attempt a DC 13 Wisdom saving throw to lift the condition for 1d6 rounds.

Dispel evil and good, or *remove curse* releases an infected creature from the seed's thrall. Alternatively, if the infected creature makes 3 consecutive Wisdom saving throws to temporarily ignore the condition, the seed's effects wear off.

STYGIAN COIN

Wondrous item, uncommon

Tales abound of the eerie ferryman of the netherworld who carries the condemned down the sinuous canals of the lower planes. While many spring of fertile imaginations, there is such a thing as firsthand accounts of the boatman's never-ending journey, rare as they may be; for by employing the fabled *stygian coin*, forged in the plane where all souls meet judgment, mortals have commanded the services of the usher of damnation.

A *stygian coin* typically bears the visage of the Goddess of Death on one side and the flowing image of a river basin on the other. It is made of a resilient, unknown metal which dissolves into mist when hurled as an action into a body of water. The mist functions as *fog cloud*, except it expands in a radius around the coin at a rate of 5 feet per round up to 20 feet, at which point it dissipates revealing the presence of a hooded man on a raft, floating above the water.

Once the boatman has been summoned this way, the creature who threw the coin can designate one destination in any plane, and up to six creatures to board the raft. The boatman consents to taking these passengers to the shore nearest to the chosen destination, using the shortest possible path. This journey takes 1d6 hours and is invariably uneventful, as no being dares meddle in the boatman's affairs.

However, invoking the boatman's services does not come lightly: as a servitor of the Goddess of Death, he too is entitled to pass judgment on his passengers. Upon disembarking, all passengers who are evil or have committed an evil act without atoning must make a DC 20 Constitution saving throw or be branded. While under the effects of the *brand*, the branded individual gains vulnerability to attacks and spells of fiends, for his soul is temporarily pledged to such creatures. The phantom boatman has no physical substance and cannot be attacked.

ARTIFACTS

DEVA WINGS

Wondrous item, artifact (attunement required)

Sometimes, when an angel is slain by the forces of evil, his wings fall from his back and preserve the angel's essence and purity. In these rare occasions, *deva wings* remain forever unspoiled, protected by a permanent *gentle repose*

spell. The tragedy of such a heinous murder is palpable: anyone touching the wings for the first time is overcome with sadness and must make a DC 16 Wisdom saving throw or suffer disadvantage on ability and skill checks, attack rolls, and all saving throws for the next hour.

If you are good-aligned, you can don the *deva wings* as an action by placing the artifact on your back and making a prayer dedicated to the slain angel. The wings then attach themselves to you and remain affixed for as long as you desire. You may remove the wings as an action.

Random Properties: A set of Deva Wings has the following random properties (see Artifacts in the SRD for details):

- 1 minor beneficial property
- 1 minor detrimental property

Angelic Boon: Donning the *deva wings* grants you an insight on the deceased angel's identity and circumstance of death. Once per day, as an action, you can issue a call for help across the planes; at the wearer's choice, this cry can take the form of a *sending* spell or a 35% chance to summon a *deva*.

Divine Flight: You gain a fly speed of 50 ft.

Overwhelming Good: A nongood creature attempting to don the wings automatically fails and takes 35 (10d6) points of radiant damage; this ignores radiant resistance and radiant immunity.

Destroying the wings: Destroying the *Deva Wings* requires plucking their feathers one by one using tweezers made from the bones of a dead angel. The plucked feathers must then be doused in potent poison and fed to the demonic larvae of the netherworld.

DIMENSIONAL BOMB

Wondrous item, artifact

Centuries ago, when the Goddess of Valor and Honor transcended her mortal existence to join the divine pantheon, her ascendance was met with distinct reactions of her new peers. Though many welcomed her with open arms, there were those who challenged her place among them; furthermore, some of the villainous gods, who already nurtured animosity for her noble deeds as a mortal, instantly became outright enemies. To make allies and learn how to navigate this new existence, the goddess reached out to potential friends; such humility was well appreciated, and most benevolent gods offered the Goddess not only thoughtful advices, but also tokens of friendship—or so the story goes.

What is certain beyond doubt is that the *Dimensional Bomb* was one such token, commissioned by the God of Dwarves and Artificers to his clergy and followers. For months, the dwarves toiled to create a gift worthy of the Goddess, one that would make their own god proud of his

children. Countless projects fell by the wayside, deemed insufficient, until a wise cabal of dwarf wizards stepped forward to offer their design. The result was a powerful weapon meant to aid the new Goddess in her holy war against evil; upon its presentation, the God of Dwarves was so pleased that he infused the artifact with an infinitesimal ounce of his own power. Thus was the *dimensional bomb* created, and given to the church of the Goddess of Valor and Honor.

Planar Transformation: The *dimensional bomb* is a one-use device that can be detonated on any plane of existence as an action. The detonation of the bomb changes the whole plane to be strongly law-aligned and strongly good-aligned for 1 minute. Every chaotic evil creature on the plane takes 1 point of radiant damage per HD and must make a DC 13 Wisdom saving throw or become frightened for 1 minute. Chaotic evil creatures caught within 30 feet of the detonation are stunned for 1 round. If detonated by a godlike creature, double the radius and duration of these effects.

For the next hour, while the plane reverts back to its original state, chaotic evil beings cannot willingly leave or enter that plane, except if banished by a good-aligned being. In that case, the banished creature appears randomly in another plane.

Destroying the Bomb: To render a *dimensional bomb* null, it is necessary to disassemble it with a successful DC 30 Dexterity (Sleight of Hand) check using thieves' tools made of pure gold. Failure to disarm it results in the bomb's detonation; even on a successful roll, there is still a 5% chance that the artifact goes off accidentally.



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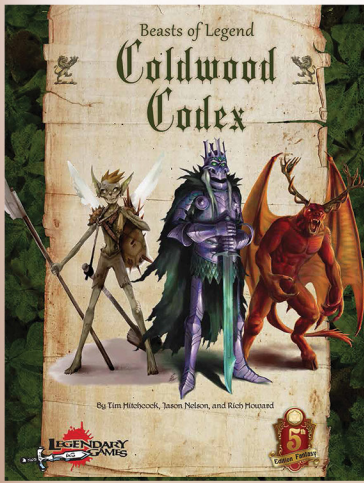
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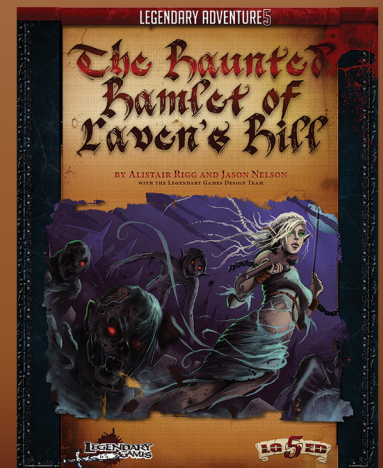
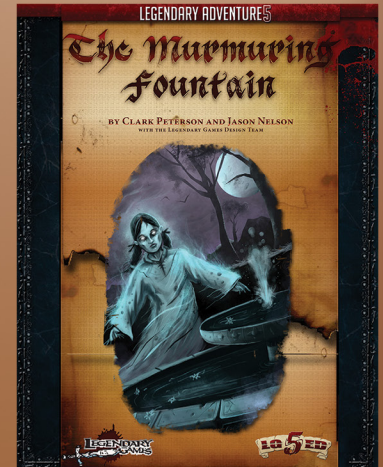
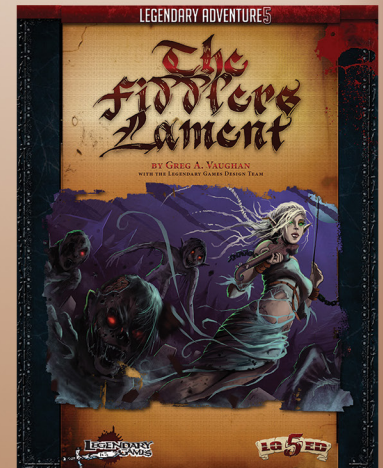
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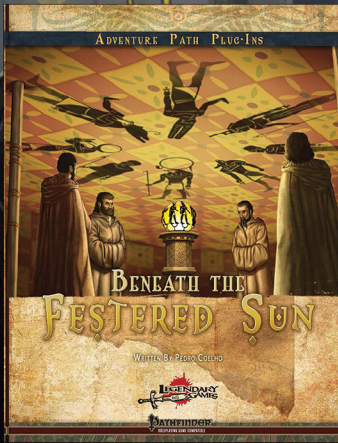
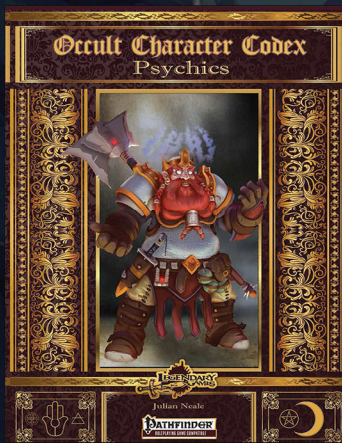
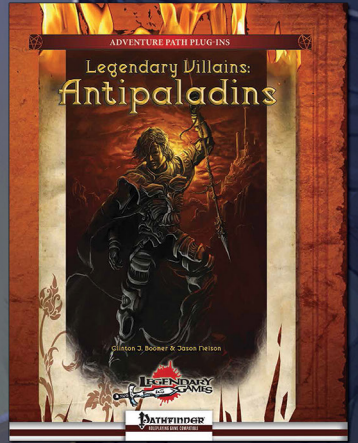
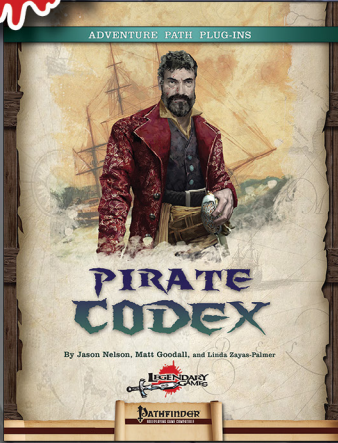
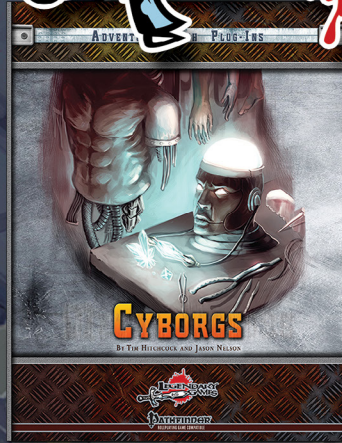
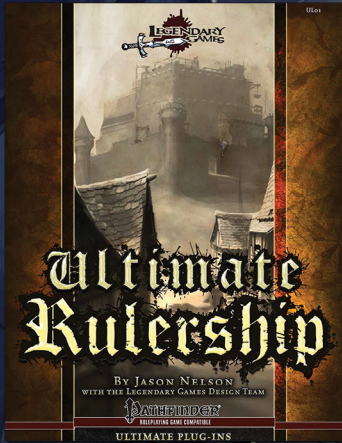
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