

# Ghelspad Companion Volume 3



By Alain Giorla

SLARECIAN  
-VAULT-



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# MAGIC ITEMS LISTS

In the tables below, <sup>A</sup> indicates a magic item that requires attunement, while <sup>C</sup> indicates a cursed magic item.

## Common Magic Items

Magic Item	Type
Backpack of Impact Resistance	Wondrous item
Corpse Cleaner	Potion

## Uncommon Magic Items

Magic Item	Type
Avix Ashes	Wondrous item
Cheetah Pelt of the Leoni	Wondrous item
Cloak of Winter	Wondrous item
Ethereal Mirror	Wondrous item
Hellthorns Rod <sup>A</sup>	Rod
Proud Pelt of the Ashnoshi	Wondrous item
Ribbons of Youthfulness	Wondrous item
Token of Reanimation <sup>A/C</sup>	Wondrous item
Woodwind Bow	Magic weapon

## Rare Magic Items

Magic Item	Type
Alterable Crossbow	Magic weapon
Blaise's Bead of Light	Wondrous item
Crystal Wings <sup>A</sup>	Wondrous item
Giantsbane Armor	Magic armor
Icicle of Freezing	Wondrous item
Pherakka's Elixir	Potion
Potion of Life Preservation	Potion
Rod of Nature's Mercy <sup>A</sup>	Rod
Runic Sentinel Shield <sup>A</sup>	Magic armor
Selstross' Anchoring Stone <sup>A</sup>	Wondrous item
Stormbow	Magic weapon
Talisman of the Harrier <sup>A</sup>	Wondrous item
Weightless Sword	Magic weapon

## Very Rare Magic Items

Magic Item	Type
Band of Uneven Flight <sup>A/C</sup>	Ring
Book of the Threshold <sup>A</sup>	Wondrous item
Eldreth Staff <sup>A</sup>	Staff
Key of Knowledge	Wondrous item
Firm Faith <sup>A</sup>	Magic weapon
Membrane Armor <sup>A</sup>	Magic armor
Prism of Spell Refraction <sup>A</sup>	Wondrous item
Robe of Ulica <sup>A</sup>	Wondrous item
Rod of Suppression <sup>A</sup>	Rod
Spellshield Ring <sup>A</sup>	Ring
Wand of the Spell Thief <sup>A</sup>	Wand

## Legendary Items

Magic Item	Type
Illura's Shield <sup>A</sup>	Magic armor
Rod of the Impaled Fox <sup>A</sup>	Rod
Staff of Spell Supremacy <sup>A</sup>	Staff
Tear of Miridium	Wondrous item



# MAGIC ITEMS

Magic items are presented by type. In each subsection, magic items are sorted alphabetically.

## MAGIC ARMORS

### Giantsbane Armor

*Magic armor (any light or medium), rare*

**Lore:** Clansmen in the Blood Steppes have seen a lone halfling battling giants and trolls, dancing around them like an annoying fly before delivering a final blow with his oversized greatsword. They say that he seeks revenge for a loved one that was eaten by one of Gaurak's trolls, or that he is honoring Vangal the Reaver by shedding as much giant's blood as possible. They all agree that he should have been killed countless times, and that he was only saved in the nick of time by his magical armor.

This armor seems too small for you, even though it fits you perfectly. While wearing this armor, you gain a +1 bonus to AC.

Whenever you are missed by a melee attack made by a creature at least two categories of size larger than you that you can see, you can spend your reaction to move by 5 ft.

Creatures at least two categories of size larger than you have disadvantage on opportunity attack rolls made against you.

### Illura's Shield

*Armor (shield), legendary (requires attunement)*

**Lore:** Illura is perhaps the most famous of the paladins who founded the city of Mithril. Her shield is still kept in the vaults of the Mithril Keep, and is occasionally entrusted to paladins for particularly dangerous missions.

While holding this mithril shield, you have a +3 bonus to AC, in addition to the shield's normal bonus to AC. You have also resistance against necrotic damage, and your maximum hit points can't be reduced by any effects.

Finally, when you are reduced to 0 hit points and are within 5 ft of the shield, you have advantage on all death saving throws and can't die from massive damage.

### Membrane Armor

*Magic armor (special), very rare (requires attunement)*

**Lore:** The mages of the Phylacteric Vault engage in many research activities, one of them being the exploration and cartography of other planes of existence. Vedenya found this strange parasite while navigating the Ethereal Plane, and brought it back to her laboratory for further study. After some experiments, she finally dared to let the parasite bind with her, thus discovering its strange abilities. The powers of the membrane armor have stirred some controversies among the sages of the Phylacteric Vault, as some believe it to be inhabited by a slarecian mind, while others pretend that it is one of the many forms of the disjointed deryth race. Regardless, Vedenya has since then funded several expeditions in the Ethereal Plane in order to harvest more of this strange creature.

This armor is actually a living sentient being akin to an ooze. In its usual state, it looks like a puddle of thick transparent liquid. When you attune to the membrane armor, it binds with you, covering your skin and hardening it.

While you are attuned to it, your AC is calculated as 10 + your Dexterity modifier + your Intelligence modifier as long as you don't wear any other armor. The membrane armor doesn't weight anything and doesn't impair your movement. If you wear another armor in addition to the membrane armor, your AC is calculated using the other armor, and you can't use any of the properties of the membrane armor. You can use the membrane armor while carrying a shield.

The membrane armor counts as a light armor for the purpose of proficiency. If you use the membrane armor without being proficient with light armor, your movement speed is reduced by half and you have disadvantage on all Dexterity checks and saving throws.

The membrane armor has 3 charges and regains 1 charge daily at midnight. You can spend 1 charge when you take a reaction. That reaction doesn't count toward the number of reactions you can take between your turns.



While you are attuned to the membrane armor, you need to eat and drink twice as much as usual. If you don't provide the membrane armor with enough food or water for 1 week, the membrane armor unbinds itself and the attunement breaks.

## Runic Sentinel Shield

*Magic armor (shield), rare (requires attunement)*

**Lore:** Seven times the city of Durrover was besieged by the Calastian army, and seven times it was barely repelled by the resistance forces. After the fifth siege, king Jeddard III sent his most loyal lieutenant to the dwarven city of Burok Torn with the last remains of the royal fortune, in order to buy magic weapons that could help them defend their nation. Alas, the dwarves shrugged when they saw what the Durrover warriors brought, and said that it would barely pay for half a dagger. The desperate plea of the lieutenant moved the young runecaster Kolliad, who secretly joined with the human emissaries on their way back to Durrover, bringing with her not one but two of her own runic shields.

This shield is engraved with dwarven runes and grants you a +1 magic bonus to AC.

The shield has 7 charges and regains 1d4+1 charges daily at dawn. When you are attacked by a magic attack or make a saving throw against a spell, you can spend 2 charges as a reaction to cast the *counterspell* spell, requiring no spell components. Unlike the spell, the shield cannot counter spells of 4th level or higher.

As a bonus action, you can spend 1 charge to examine one creature you can see within 30 ft. The target must make a DC 14 Wisdom saving throw. On a failed save, you learn the level of the highest spell slot the target has still available.

## MAGIC WEAPONS

### Alterable Crossbow

*Magic weapon (any crossbow), rare*

**Lore:** The Black Quarrels are one of the last lines of defense of the Krakadom, the city of the forsaken dwarves nested in the Kelders. Not only these fighters are expert sharpshooters, but they can also quickly lunge in the melee once their enemies are up close.

This crossbow grants you a +1 bonus to attack and damage rolls, despite it being slightly heavier than usual.

As a bonus action, you can spend a bonus action to transform the crossbow into an axe, or back into the crossbow. While transformed into an axe, the weapon still grants you the bonus to attack and damage rolls.

If you drop the axe, the weapon transforms back into a crossbow after 1 minute.

### Firm Faith

*Magic weapon (see text), very rare (requires attunement by a cleric, a paladin, or a creature with the Channel Divinity class feature)*

**Lore:** When the Mithril Knight Serion fell against the spells and curses of the penumbral lord Dar'tan, shortly before his duel against Barconius, the paladin's magic sword disappeared in thin air and only his hilt remained. The shadow mage took it before realizing he would never be able to summon the blade's powers, and thus cast it in the Plane of Shadows so that it would never be found. Several paladins have tried to recover the weapon, but servants of Bel-sameth located it first, and it is now in the hands of the dangerous Cult of the Ancients.

This item consists of a simple wooden handle bound with leather straps. When you hold the handle and pronounce the name of your deity as a bonus action, the favored weapon of your deity materializes from the handle until you pronounce it again, or you drop the weapon.

The weapon grants you a +1 bonus to attack and damage rolls, and the weapon deals force damage instead of bludgeoning, piercing or slashing. If you see the handle and are within 60 ft of it, you can spend your Channel Divinity class feature as a bonus action to teleport the handle into your hand and materialize the weapon.

### Stormbow

*Weapon (longbow), rare*

**Lore:** When mortals fired arrows at Lethene during the Divine War, she simply laughed and retaliated with lightning and thunder. A few weapons were not destroyed by the furious storm, but were instead infused with leftovers of the titaness primal essence.

This longbow is almost split in half by a vertical crack, as if it has been struck by lightning.



When you make ranged attacks with the bow, you don't have disadvantage on the ranged attack roll if you or your target is in an area of strong winds, or in an area lightly obscured by rain, mist, or a similar phenomenon. When you hit with a ranged attack with it, the target takes an additional 2d6 lightning damage.

## Weightless Sword

*Magic weapon (greatsword), rare*

**Lore:** The clans of the Blood Steppes whisper of a one-handed halfling wielding a greatsword thrice his own size, hunting and killing giants and titanspawn alike. It is said that he was once thrown into a river by an angry surged giant but survived the fall, using his very sword as a makeshift raft.

This greatsword is engraved with feathers near the cross-guard and doesn't weight anything.

The sword has the **versatile** property. When you wield the sword two-handed, its damage is increased to 2d8.

The sword floats on water and similar liquids. If you fall in water or a similar liquid while holding onto it, you stay on the surface unless you willingly swim underwater.

## Woodwind Bow

*Magic weapon (any bow), uncommon*

**Lore:** Those who dare venture into the Ganjus will likely meet the deadly arrows of the Oaken Shadows, a sacred order of elven scouts sworn to protect Denev's forest. When ordained, the Oaken Shadows are bestowed these magic weapons to better hunt any would-be invader. The elves are highly protective of these weapons, and will go to great length to recover any that would fall in the wrong hands.

This sturdy oaken bow engraved with elven scriptures grants you a +1 magic bonus to attack and damage rolls. When you make a ranged attack with the bow, you ignore cover granted by undergrowth, foliage, or similar vegetation.

# POTIONS

## Corpse Cleaner

*Potion, common*

**Lore:** The Animators in Hollowfaust brew this concoction using vinegar, medicinal herbs, and powdered onyx. Its primary use is to ensure that the city is well-supplied in skeletons, but also to prevent the spread of infections and diseases through decaying flesh.

This blackish potion has a strong acidic smell. When you pour it over a dead creature, it instantly melts the flesh of the target, leaving only the bones behind. The creature can only be raised as a skeleton or a similar undead, and can only be restored back to life using a *resurrection* spell or a similar magical effect.

This potion has no effect on living creatures as well as on undead or constructs, and doesn't affect metal, stone, or other inorganic materials.

## Pherakka's Elixir

*Potion, rare*

**Lore:** The sutak sorcerer Pherakka made this potion from molten sand, steel and blood, and gave it to his bravest warriors during Hollowfaust fourth siege. When the siege ended, the necromancers summoned the spirit of the defeated Pherakka, and coerced him to give the recipe of this elixir.

This potion is red with shades of black and grey, and is warm to the touch. If you die within 1 hour of drinking it, your body bursts into flames, causing every creature within 30 ft to make a Dexterity saving throw. An affected creature takes 10d6 fire damage on a failed save, or half as much on a successful one. The DC of the saving throw is equal to 11 + your own Constitution modifier.

If this effect is triggered, your body is consumed and cannot be reanimated as an undead or raised from the dead. If it is not triggered after 1 hour, the potion dissipates without any further effect.



## Potion of Life Preservation

*Potion, rare*

**Lore:** This elixir is the result of many years of experiments by the Disciples of the Abyss and the Anatomists of Hollowfaust. Most Unfailings are given a few vials of this potion, only to be used when they venture in the Ghost Quarter, the section of the old city of Sumara that is still in ruins, and haunted by every kind of undead creatures.

This potion is a black concoction as thick as tar. You gain resistance to necrotic and poison damage for 1 hour after you drink it, and your hit point maximum cannot be reduced by attacks from undead or similar effects.

## RINGS

### Band of Uneven Flight

*ring, very rare (requires attunement)*

**Lore:** During the Divine War, the sorcerer known as the Stormcaller dared to challenge Lethene herself at the Cliffs of Constancy. The foolish mortal was no match for a titan, and he quickly plunged to his death thousands of feet below. Years later, this ring was recovered by an adventuring party exploring the area, a parting gift from a resentful titaness.

This ornate silver ring is carved with pictures of whirlwinds and tornados. You gain a fly speed equal to your land speed while wearing the ring.

**Curse:** Whenever you fly by 5 ft or more during your turn, you must make a DC 10 Wisdom saving throw. On a failed save, you fly by 2d6 x 10 ft in a random direction (including up or down), and your fly speed is reduced to 0 ft until the start of your following turn. This might cause you to take falling damage if you hit a solid obstacle.

The DC increases by 5 each time you succeed a saving throw against this effect, and is reset to 10 each day at dawn.

## Spellshield Ring

*Ring, very rare (requires attunement by an arcane spellcaster)*

**Lore:** Arcane research at the Phylacteric Vault confirmed several magical theories while disproving others. The wizard and philosopher Jaeldamar tried to show that there was no distinction between arcane, divine and primal magic, and that there was only raw magic. He expanded the understanding of how wizards prepare their spells by binding them to their vital energy, and used his knowledge to craft this ring. In doing so, he also found a fundamental difference between arcane magic and other forms of magic, as clerics nor druids could use his creation. Jaeldamar destroyed the ring to hide his failure, but his apprentice managed to save a copy of the crafting instructions, and sold it to Mithril's archmage Danye Runoir in exchange for rare spell scrolls and components.

While wearing this simple silver ring, the DC to dispel or counter arcane spells you cast is increased by +2.

Whenever an effect forces you to loose a spell slot without casting the spell or gaining benefit from it, you can spend your reaction to exhaust the magic of the ring instead. When you do so, you keep the spell slot if it is of 5th-level or lower. If the spell slot is of 6th-level or higher, you loose your highest spell slot available of 5th level or lower instead.

Each time you use this ability, the bonus granted by the ring is reduced by +1. When the bonus granted by the ring is reduced to +0, you can't use this ability until the ring replenishes its magic. The bonus granted by the ring is reset to +2 every day at dawn.

## RODS

### Helltorns Rod

*Rod, uncommon (requires attunement by a warlock)*

**Lore:** Legends say that during the Divine War, a summoner trapped the daemon lord Humerivax in a magic circle and cut his tail to craft a weapon powerful enough to kill a god. Unfortunately the circle wasn't strong enough to contain the Lord of Thorns, and the daemon escaped shortly before the mortal could finish the enchantment. Enraged, Humerivax killed the warlock before destroying his laboratory. He then retreated to his planar domain to lick his wounds, leaving behind him the incomplete artifact.



This short rod is covered with spikes made of a bone-like substance.

The rod has 7 charges and regains 1d4+1 charges daily at midnight. When you deal acid, cold, fire or poison damage with one of your spells or cantrips, you can spend one or more charges to reroll as many damage dice as the number of charges spent. You must reroll the selected damage dice and take the second result, even if it is lower. The damage dealt by the rerolled dice becomes necrotic damage.

When you spend the last charge, you must roll a d20. On a result of 1, you take the necrotic damage from the rerolled dice as well.

## Rod of the Impaled Fox

*Rod, legendary (requires attunement)*

**Lore:** Tanil's foxes are small animals that carry the blessings of the goddess, granting luck to those the Huntress chooses. Aciolhera, priest-queen of the red witch slitheren, lured one with her powerful illusions, before killing it and mounting its head on a spike to bring luck to her warren. Enraged, Tanil cursed the witch and her misshapen totem, and ordered her followers to track down the warren and cleanse it. Unfortunately for the few who dared ventured in her lair, Aciolhera found a way to mitigate the curse and turn it against her foes.

This gruesome rod consists of a fox's head impaled on a steel spike.

When you hold the rod and are not incapacitated, any creature within 30 ft of it that has advantage on an attack roll, ability check, or saving throw rolls two dice and must keep the lowest result, as if it had disadvantage. The creature still benefits from any other effect granted by having an advantage, such as for example additional damage for a sneak attack.

You are not affected by the rod. As an action, you can designate a creature you can see within 30 ft. The target becomes immune to the effects of the rod for 24 hours, or until you designate another creature.

## Rod of Nature's Mercy

*Rod, rare (requires attunement by a druid)*

**Lore:** When Celeress called upon Denev's fury to defeat the Goblinoid Host, she could not help but protect the she-bear that had accompanied her for years from the havoc she would unleash. While the druidess lost her life to vanquish the Host, her animal companion escaped unscathed. In the crevasse that her spell carved now lies a single yew tree, a silent witness of both the anger and the mercy of the Mother Earth.

This simple yew rod has 5 charges. When you cast a druid spell while wielding the rod, you can spend one charge and select any number of beasts, elementals, feys or plants you can see to be unaffected by it.

The rod regains 1d4 expended charge daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod roots itself in the ground and grows as a new yew tree.

## Rod of Suppression

*Rod, very rare (requires attunement by a spellcaster)*

**Lore:** The first time dwarven runecasters faced the dreaded golems controlled by the drendali elves, they couldn't even scratch the constructs with their spells. Since then, they worked tirelessly to find a way to breach the golem's resistance to magic, and their efforts came to fruition when an apprentice engraved with runic symbols the broken arm of a defeated iron golem. The apprentice was raised to the status of rune master by the elders, and was even promised a seat on the Conclave when his beard would be long enough.

This heavy iron rod is engraved with runic symbols.

This rod has 3 charges and regains 1d3 charges daily at dawn. You can spend a charge an action to designate one creature resistant to magic you can see within 30 ft. The target must make a Constitution saving throw with disadvantage against your spell save DC. If it fails the saving throw, the target loses its magic resistance for 1 minute.

For the purpose of using this rod, magic resistance refers to any trait or ability that grant advantage on saving throws against spells or magical effects. If you attempt to use this rod on a creature who doesn't have magic resistance, the charge is not spent but you still lose your action.



# STAFFS

## Eldreth Staff

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

**Lore:** While this staff is commonly associated with his most famous wielder, the archmage Eldreth, many doubt that he was the one to actually create it. Clerics of Enkili pretend that the staff was created by a mage who wished to control the storms, and that the Trickster cursed him and his creation for his arrogance and foolishness. Druids tell stories of an old treant that was struck by Lethene herself, and that the staff is one of his branches, still imbued with the titaness powers. Whatever its origin, the staff powers cannot be denied, and many seek it for their own purposes.

This jagged staff grants you a +1 bonus to all magic attack rolls, or +3 for spells that deal lightning damage.

The staff has 7 charges. You can spend 2 of the staff charges to cast the *call lightning* or *lightning bolt* spells, using your own spell save DC.

When you deal lightning damage with a spell or cantrip, you can spend up to three charges and designate as many creatures as the number of charges spent to be affected by it, as if they were direct targets of the spell or within its area of effect. The designated creatures must be within 30 ft of another creature affected by the spell, and within range of the spell.

The staff regains 1d4+1 expended charges each day at dawn. When you spend the last charge, roll a d20. On a result of 1, energy surges through the staff, dealing you 7d6 lightning damage.

## Staff of Spell Supremacy

*Staff, legendary (requires attunement by a sorcerer or a wizard)*

**Lore:** This staff was last wielded by Geliki, one of the most powerful war-mages of the Divine War. He never pretended to have crafted the staff himself, but never explained how he acquired it. One popular hypothesis proposed by the scholars of the Phylacteric Vault is that the various gems on the staff are drops of Mesos blood, that Geliki gathered shortly after the fall of the Sire of Sorcery. Titan blood or not, one thing is certain: Children of Mesos are quite interested in finding that staff.

This elongated jeweled staff increases the spell save DC of your arcane spells by +2.

The staff has 3 charges and regains 1 charge each day at dawn. When you cast a spell with a single target while holding the staff, you can spend 1 charge to target all creatures in a 5 foot wide line in front of you. The range of the line is equal to the range of the spell, with a minimum of 20 feet, and a maximum of 120 feet.

When you spend the last charge, roll a d20. On a result of 1, your mind is overpowered by the energy from the staff, and you are stunned until the end of your next turn.

# WANDS

## Wand of the Spell Thief

*Wand, very rare (requires attunement by a spellcaster)*

**Lore:** The sorcerer Rill Niques was twice challenged for the leadership of the Cult of Mesos, and displayed each time extraordinary sorcerous abilities. He crafted this wand to steal the very spells his rivals used to protect themselves. It is rumored that Lucera, one of the founders of the Scaled, eventually stole the wand from Rill's sanctum, but she never confirmed or denied it.

This fine wand has 7 charges. When you hold the wand, you can spend 2 charges to cast *dispel magic*, using your own spellcasting ability bonus.

When you hold the wand and dispel a magical effect, either through your own spells or the wand itself, you can spend 3 charges to steal the effect. The selected effect does not end, but instead affects you for its remaining duration. You need to concentrate on that effect if it requires concentration.

The wand regains 1d4 expended charges daily at dawn. When the wand is reduced to 0 charges, roll 1d20. On a roll of 1, you lose a spell slot of your highest level accessible.



# WONDROUS ITEMS

## Avix Ashes

*Wondrous item, uncommon*

**Lore:** During the early days of Hollowfaust, the necromancers from the Society of Immortals performed many unnatural experiments. The witch Delbena the Cruel captured one avix from the Hornsaw Forest, hoping to use the faerie's blood as the key ingredient in an elixir of life. Alas, all her efforts proved fruitless, so Delbena burned the avix alive in a fit of rage. While the ashes did not have the magical properties she expected, it still contained some of the faerie's magic, corrupted by the witch's own dark powers.

This small leather bag contains ashes from feys burned alive.

As an action, you can throw the ashes in a 20 ft cone in front of you. All creatures caught in the cone must make a DC 12 Constitution saving throw. A creature takes 6d6 necrotic damage on a failed save, or half as much on a successful one.

Fey creatures have disadvantage on their saving throws against this effect. If a fey creature fails its saving throw, it immediately becomes visible if it was invisible, and cannot become visible again for 1 minute.

You can use the bag once. When you use the bag, roll 1d6. On a roll of 2 or higher, the bag refills the following night at midnight and you can use it again. On a roll of 1, the bag loses its magic.

## Bagpack of Impact Resistance

*Wondrous item, common*

**Lore:** Nerrith Aila, current Arch-Chancellor of the Phylacteric Vault in Darakeene, created this backpack in her youth to prevent her many flasks and vials to break in her travels. It has since then been adopted by her colleagues, and the secrets of its fabrication has even been sold to a few trustworthy foreign mages.

When this backpack is closed, any item fully stored in it gains a +10 bonus to its hardness, and gains resistance to bludgeoning, piercing, slashing and thunder damage, as well as all damage from spells and magical effects.

## Blaise's Bead of Light

*Wondrous item, rare*

**Lore:** The paladins of Mithril commissioned these items from Blaise Radlock shortly after the confrontation between Barconius and the Penumbra Lord Mor-tus in the Plains of Lede, so that the paladins would be ready to infiltrate the Pentagon's lair once more.

When you carry this crystal clear bead and pronounce the command word, the bead sheds bright light in a 20 ft radius and dim light for an additional 20 ft. However, only you and creatures with truesight are able to see the light. The effect ends when you pronounce another command word, or when you stop carrying the bead.

## Book of the Threshold

*Wondrous item, very rare (requires attunement)*

**Lore:** The demigod Nemorga is the Watcher at the Gates of Death, the portal that all mortal souls cross upon their death. When a soul lingers on the material plane, or crosses back the Gates of Death, Nemorga writes its name in the Book of the Threshold, then commands his mortal servants to reclaim it. The assassin guild known as the Angels of Nemorga owns the only copy of the Book of the Threshold, and only use it to dispense their god's justice.

This heavy book bears the symbol of the god of death on its cover.

When you hold the book, you can spend a bonus action to determine whether one creature you can see within 30 ft is an undead creature, a living creature, or a creature that has been resurrected at least once before. If the target is protected by a *nondetection* spell or a similar effect, you detect the creature as a living creature.

When you hold the book, you consider any living creature that has been resurrected as an undead for the purpose of the Channel Divine: Turn Undead class feature. Furthermore, you can cast the *finger of death* spell once on a living creature that has been resurrected (spell save DC 17). If you attempt to use this ability on a living creature that has never been resurrected, you become the target of the spell instead. You regain the use of this ability each day at midnight.



## Cheetah Pelt of the Leoni

*Wondrous item, uncommon*

**Lore:** The manticora have a fascination for all felines, with whom they share many similarities. The lionfolk hunters are known to wear the skin of the beasts they vanquished in order to gain their strengths.

When you wear this cheetah pelt on your shoulders, you can run on all fours at great speed. When you are carrying no items in your hands and are not heavily encumbered, you can spend up to three charges of this item to increase your movement speed by 20 ft for each use spent until the end of your next turn. When you move at least 10 ft before making a long jump while under this effect, your jump distance is doubled.

This item has ten charges. It regains all spent charges at dawn.

## Cloak of Winter

*Wondrous item, uncommon*

**Lore:** During the Divine War, the albadian tribe of the Frozen Lake refused to join the other tribes in the Army of the Gods, despite the counsel and advice of their Hellian witch Marba. When the chieftain of the tribe sentenced her to death for her heresy, Marba donned the cloak of winter and escaped through the blizzard, and was never seen again. The Frozen Lake tribe was nearly annihilated during the Divine War, and the survivors retreated in the Titanshome Mountain, from which they regularly raid the cities in southern Albadia.

This heavy cloak is made of the pelt of winter wolves and polar bears.

The cloak has 2 charges and regains all spent charges every day at midnight. When you wear this cloak, you can spend one charge as a bonus action to become invisible, provided that you are within an area lightly obscured by snow. While this effect persists, you don't leave tracks in ice or snow, you ignore difficult terrain caused by ice or snow, and you can't fall prone by walking on slippery surfaces caused by ice or snow. This effect ends when you attack, cast a spell, or leave the area.

## Crystal Wings

*Wondrous item, rare (requires attunement)*

**Lore:** The only known pair of crystal wings was found by an adventurer brave enough to venture in the Sky-keep Ruins. Presumably, the wizards who held the flying castle created these items to grant their subordinates the gift of flight and help defend the fortress.

These delicate crystal wings must be attached to your back to function. The wings grant you a flying speed of 60 ft. It can carry up to 600 pounds, but its flying speed is reduced to 30 ft while carrying 300 pounds or more.

When you take the Attack action, you can forgo one of your attacks and attack with the wings. The wings deal 2d6 slashing damage on a hit, and are considered made of adamantine for the purpose of overcoming resistance and immunities. If you fly at least 20 ft in a straight line before making that attack, the attack deals an additional 2d6 damage.

## Ethereal Mirror

*Wondrous item, uncommon*

**Lore:** Alkemar was a cruel Ledean emperor from the Argent dynasty. His tyrannic rule and very high taxation rates lead many unhappy, and the Zathiskite Province attempted twice to broke away from the Empire during his reign. At the height of the rebellion, Alkemar faced many death threats, most notably by the extraplanar creatures which served the sorcerers and warlocks from the south. He installed ethereal mirrors in every room in his palace, in order to make sure that no-one could sneak upon him through the ethereal plane. These mirrors were lost after the fall of the Argent dynasty, but it is said that the Glass Mage Hereoteklis recovered several and was able to copy their powers. Nerrith Aila from the Phylacteric Vault has funded an intensive research program on mirror magic for her own safety.

This 3 foot tall mirror lined with silver shows the reflection of ethereal creatures and objects as translucent ghosts.



## Icicle of Freezing

*Wondrous item, rare*

**Lore:** When Orzu of the Black Feet found himself cornered by Calastian soldiers near the Zathisk border, he called upon his magic to freeze the ground around him and the Zathisk river. The ice trapped the feet of the soldiers, giving the halfling rebel barely enough time to cross the river safely, and escape in the Sweltering Plains.

This sharp 12-inch long icicle is always cold to the touch and never melts.

The icicle has 3 charges and regains 1d3 charges every day at dawn. As an action, you can wedge the icicle in the ground and spend up to 3 charges to activate its powers. This causes the ground in a given radius around it to become covered with a thick layer of ice. Creatures in contact with the ground when the effect is activated must make a DC 14 Dexterity saving throw or become entangled (escape DC 14). The affected surface becomes slippery, as with a *grease* spell. The ice also covers all water surfaces in the radius, allowing creatures up to 1,000 lbs to walk over it without breaking it. The radius and duration depends on the number of charges spent.

Charges Spent	Duration	Radius
1	1 minute	30 ft
2	10 minutes	60 ft
3	1 hour	90 ft

The ice can be attacked. Each 5 ft square has AC 10, 10 hp, resistance against piercing and slashing damage, immunity against cold, necrotic, poison and psychic damage, and vulnerability against fire damage.

## Key of Knowledge

*Wondrous item, very rare*

**Lore:** The necromancers of Hollowfaust use these keys to protect their most precious (and dangerous) tomes and prevent apprentices from accessing secrets for which they are not ready.

When this simple silver key is placed in contact with a book for at least 8 consecutive hours, the book becomes sealed by magic.

When you carry the key and speak the command word, you can open the book normally. The book remains unlocked for as long as you remain conscious and within 5 ft of it. Closing the book also seals it again.

The seal is 5th-level magical effect that can be suppressed by *dispel magic* or similar effects. If the seal is suppressed, it reactivates after 1 hour, or as soon as the key touches the book again, whichever comes first.

Each key can only seal a single book. If you bind the key to another book, the previous seal fades away. If the key is destroyed, the seal is also broken. However, the seal remains active regardless of the distance between the key and the book, even if these items are on two different planes of existence.

## Prism of Spell Refraction

*Wondrous item, very rare (requires attunement by a sorcerer or a wizard)*

**Lore:** These very rare prisms were made by Hereoteklis, the Glass Mage, who knew how to shape arcane magic into glass and mirrors. Very few of them escaped the destruction of his tower during the Divine War, and are held by the Phylacteric Vault. The young wizard Jemerra said she was close to duplicate their powers, before suddenly disappearing. Needless to say, the Calastian battle-mages were deeply interested in her studies and are probably involved.

This clear crystal prism has 3 charges, and regains 1d3 charges daily at dawn.

When you cast a spell with a cone area of effect while holding the prism, you can spend 1 charge and choose any point you see within 60 feet as the point of origin of the spell. You must have a clear line of sight and line of effect. The direction of the cone must form a 90 degree angle (or lower) with a line between you and the point of origin.

When you cast a spell with a line area of effect, you can spend 1 charge to make the line do up to three angles, as long as each angle is lower than 90 degree. A creature can only be affected once by the spell, even if you make the line cross or overlap itself.

When you spend the last charge, you must roll 1d20. On a roll of 1, the prism shatters and is destroyed.

## Proud Pelt of the Ashnoshi

*Wondrous item, uncommon*

**Lore:** Every day the Ashnoshi tribe who live in the Bleak Savannah must face the deadly threat of the Prouds. When Ashnoshi hunters come to age, they must go alone into the wild and bring back a lion's



pelt to prove their bravery. One day, a warrior came back with the pelt of a Proud chieftain. He became a legend, and lead a powerful offensive of the Ashnoshi against several Proud hordes. He finally left the tribe, maybe called by a higher purpose, but gave his pelt to the next generation of hunters, so that they would keep defending the tribe against the Prouds.

This heavy cloak is made of the fur and the mane of a proud.

When you wear the pelt, you cannot be detected or tracked using the sense of smell alone. A creature with the Keen Smell ability has disadvantage on all Wisdom (Perception) checks made against you instead of advantage. A creature with a blindsight based upon smell cannot use its blindsight ability to detect you.

## Ribbons of Youthfulness

*Wondrous item, uncommon*

**Lore:** These child-like ribbons were the first magic item created by Lucera, founder of the Scaled. She used it to innocently approach noblemen and noblewomen in her home town of Hedrad, gaining their trust, before stealing from their very purse. She lost them when a templar spotted her magical disguise and chased her throughout the market. Since then, she crafted new sets of these magical ribbons, and this item has become one of the Scaled's favorite.

These brightly colored hair-ribbons seem perfectly fit for a highborn child.

When you speak the command word as a bonus action while wearing the ribbons, you can assume the appearance you had when you were a child (around 8 years old for a human). You can't change your physical features such as skin, eye, or hair color, but you can decide of your current clothing, except for the ribbons themselves. The effect is otherwise identical to a *disguise self* spell.

You keep this appearance until you speak the command word again, at which point the effect ends. The effect also ends if you stop wearing the ribbons. Once the effect has ended, the ribbons can't be used until the next sunset or the next sunrise.

## Robe of Ulica

*Wondrous item, rare (requires attunement by a wizard)*

**Lore:** These heavy robes were one of the first magic items crafted by Ulica, now Headmistress of the Calastian Battlemages. When she was appointed, she tasked several of her new subordinates to create more of these robes for the Calastian army. However, they quickly exhausted the adamantine supplies in the Hegemony, and despite their efforts, they found no other material suitable to replace the precious metal. Since then, Ulica has bought several adamantine weapons, armors and shields at a fair price, but she also sent parties to take over adamantine supplies by force when necessary.

This robe is reinforced with layers of adamantine beneath the cloth. When you wear the robe, and aren't wearing any other armor, your base Armor Class is 13 + your Dexterity modifier.

While wearing the robe, you don't need any material components to cast the *stoneskin* spell. When you cast *stoneskin* on yourself, you can choose one (and only one) of the following options.

- You gain immunity to bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine weapons.
- You gain resistance to all bludgeoning, piercing and slashing damage, including from magical attacks.
- You don't need to concentrate on the spell.

If you choose either of the options described above, the maximum spell duration is reduced to 1 minute.

## Seltross's Anchoring Stone

*Wondrous item, rare (requires attunement by wizard)*

**Lore:** The darakeeni mage Seltross created these stones to prove to his fellow researchers of the Phylacteric Vault that magic was tied to the Material Plane, thus contradicting the theory that it originates from the Astral Plane. He later found that the anchoring stones coexist on both the Material and Astral Planes, which lead him to the conclusion that both hypotheses were valid.

This oddly-shaped stone is carved with arcane symbols.



When you cast a spell that affects an area of effect for a duration other than instantaneous, you can cast it on the stone itself if it is within range of the spell. If the spell has a range of "Self", you must touch the stone to cast the spell on it. When you do so, the stone becomes the point of origin of the area, and the area becomes anchored to the stone and moves with it.

Only one spell can be anchored to the stone. If you cast another spell on the stone, the previous spell ends.

## Talisman of the Harrier

*Wondrous item, rare (requires attunement)*

**Lore:** The flying knights who watch over the coast of Uria usually wear these pendants to help them in their mission. It is said that Queen Tagani of Karria tried to buy a few of these from the elves, but the elves have always politely declined thus far.

When you wear this wooden pendant around the neck and pronounce the command word, a cloud shaped as harrier appears 1 mile directly above your head. The cloud remains for 10 minutes and moves along with you. As an action, you can see through the cloud until the start of your next turn. When you do so, you have advantage on Wisdom (Perception) checks that rely on sight, and you can make out details of even extremely distant creatures and objects as small as 2 feet across in clear conditions of visibility.

You can only summon the cloud while outdoor, and the cloud fades away as soon as you move indoor. Once it has been summoned, you can't summon it again until the next dawn.

## Tear of Miridium

*Wondrous item, legendary*

**Lore:** While it is doubtful that these gems are the actual tears of Miridium, demi-goddess of magic, killed by Hrinruuk during the Divine War, their powers cannot be denied. The only time one of the tears was used was during the fifth siege of Bridged City, when Ser'ukk'ani, king-priest of the black pelt slitheren and blessed by Mesos, pierced the antimagic fields that the arcane engineers had raised to protect their city. Despite this display of power, the titanspawn army was ultimately defeated and Ser'ukk'ani repelled in his warren in the Kelders.

Two tears are safely stored in the Phylacteric Vault in Darakeene, while it is believed that the calastian Grand Vizier Anteas keeps one to protect his liege King Virduk. The sorceress Nabila Silverheart in Mithril used to have one, but it was stolen during the attack on the Penumbra Pentagon and is probably now in the hands of the nefarious Dar'tan or his minions.

This large sapphire stone seems to pulse with magic.

It emits dim light in a 30 ft radius. When the tear enters an area of antimagic, it emits bright light in a 30 ft radius, and dim light in another 30 ft. If you take an action to destroy the tear, the antimagic area is dispelled. If the area in question is not permanent, it is merely suppressed for 1 hour.

Any creature with spellcasting abilities within the antimagic area when it is destroyed must make a DC 15 Wisdom saving throw. On a failed save, the creature is stunned until the end of your next turn. When you destroy the tear, you can designate any number of creatures you can see to be immune to that effect.

## Token of Reanimation

*Wondrous item, uncommon (requires attunement)*

**Lore:** The many sieges Hollowfaust endured cost a lost of resources to the necromancer's city. Timariss from the Animators Guild designed these small amulets as a way to facilitate the creation of undeads during battle, and ensure that no dead body would be wasted. He only gave one of these to willing soldiers, but there were more volunteers than the number of tokens he could craft.

The slavers of the dead from Chardunhanae and the crypt lords in Glivid-Autel also use these tokens on their slaves, but as opposed to the soldiers of Hollowfaust, these poor unfortunate souls do not have the choice of wearing them or not.

This amulet consists of a small onyx gem inlaid in a bone disk.

**Curse:** If you die while wearing this token, you instantly become a zombi. Any creature within 30 feet can spend its reaction to cast the *animate dead* spell to gain control over you. You can't be restored back to life, unless your zombi form is killed, and your body consecrated with a *dispel good and evil* spell or a similar magical effect.



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