



# Miner's Banestaff

## Staff, legendary

Used only in the most direst of events, the dwarves hide the banestaff deep in their vaults lest its use collapse their mines and cave in their underground holds. When its runic end touches stone, a deep rhythmic thump can be heard through the earth, picking up in tempo as the iron heats and the ground erupts violently around it.

The staff has 3 charges. While you hold it, you can use an action to cast Tunnel Tremor. When it reaches 0 charges roll a 1d4 to recharge, on a 4 the staff shatters and is destroyed

**Tunnel Tremor:** You cause a 10-foot radius tremor. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d8 bludgeoning damage and is knocked prone. If the surrounding area is stone, on a DC15 it will collapse doing a further 3d8 bludgeoning damage and creating difficult or impassable terrain.

# Band of the Full Beast

**Ring, uncommon**

Carved bone and antler encircle the finger of the those in need to tame a beast's savagery. With hand outstretched the ringbearer can halt a ravenous beast in it's tracks, enveloping the animal in the warm serene feel of a full belly and sated hunger.

While wearing this ring you have advantage on animal handling checks, if the target animal is motivated by hunger.





## Seeing Veil

Wonderous Item, very rare

*Only with eyes closed may one see with the truth.*  
Rumoured to be an artifact made by the priestesses of Selûne, this blindfold reveals the true nature of sight, banishing all illusions and revealing more than what naked eyes ever could.

This item has 1 charge, and regains its charge for every rise of a moon. While wearing this blindfold the wearer has truesight for the duration of 1 hour, in addition to being able to see through the cloth regularly. When expended this blindfold cannot be seen through.

# Six Stone Shield

Armor (shield), very rare

Dwarven forged and instilled with the innate power of their deeply mined gems. The Six Stone Shield looks like an ornate bronze buckler, but once a specific gem is inserted into the socket it glows brightly and will then shield the bearer from the elements assailing them.

While holding this shield you gain resistance to the attacking element based on which gem is inserted:

Onyx - Acid,  
Sapphire - Lightning,  
Ruby - Fire,  
Turquoise - Water,  
Emerald - Poison,  
Opal - Ice





## Rusted Ruin Arrow

Weapon (arrow), uncommon

Though simple in build, an arrow of rusted ruin is incredibly difficult to create as it requires the antennae of a slain rust monster to make. Used sparingly, this obsidian tipped arrow can take down a metal barricade from far, waste an iron golem or ruin the armor of a guarded warrior.

After attack deals damage, the target metal object takes a permanent and cumulative  $-1$  penalty to the AC it offers. Once reduced to an AC of 10 or a shield that drops to a  $+0$  bonus it is destroyed. The ammunition is lost after a successful hit.