

VISIONS OF THE VAULT

VOLUME I



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Designed by Eugene Fasano and James Hutt

Cover Art by Marius Janusonis

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DEAD MAN'S HANDS

Wondrous item, rare

These gloves are made from the bones of a pickpocket's severed hand. At dusk they gain a number of charges equal to your Dexterity modifier up to a maximum of five charges.

You can expend a charge to reroll a Sleight of Hand skill check. You can use this feature after you have rolled but before the GM tells you whether you succeed or fail.

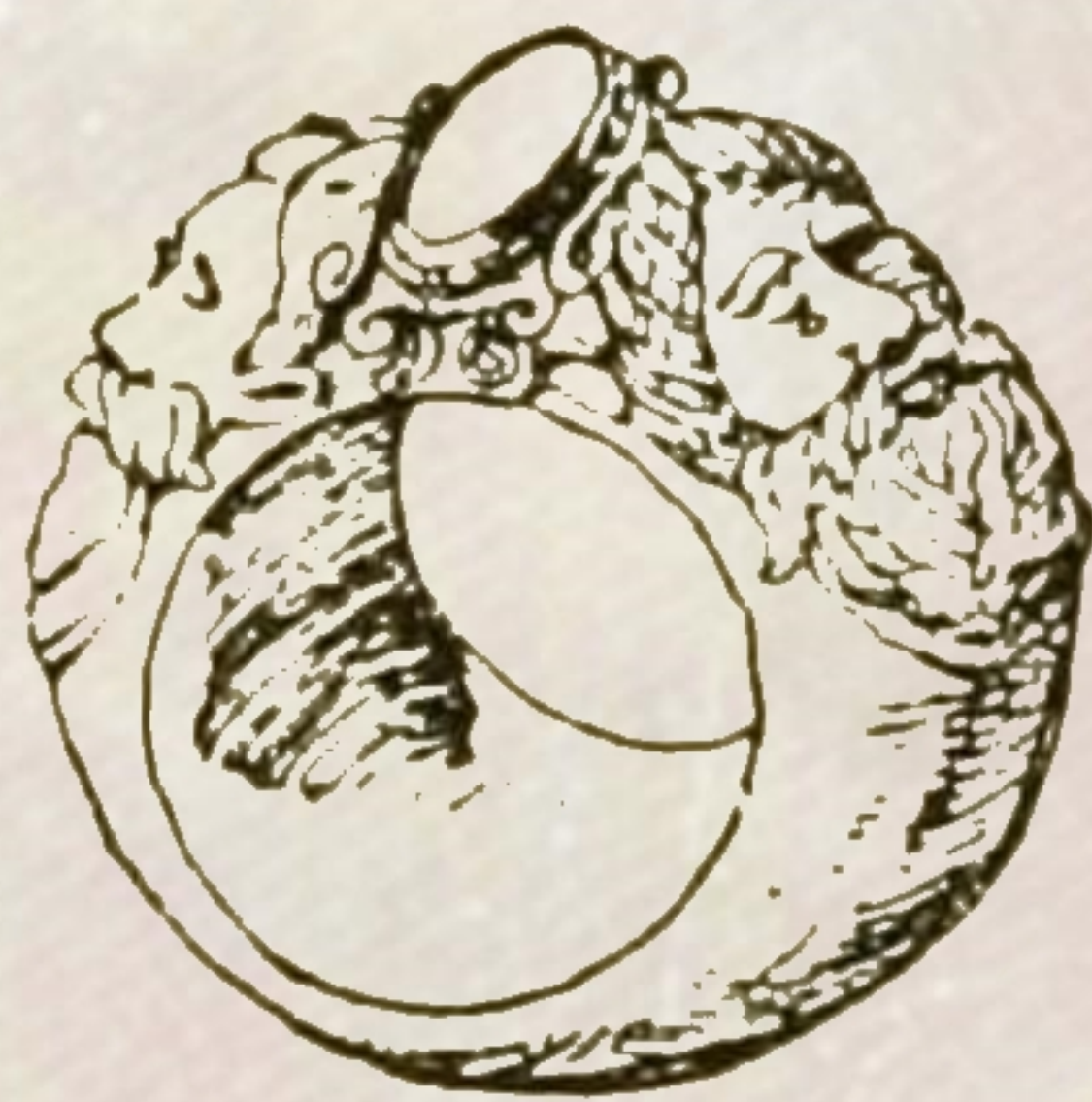
RING OF ROT

Ring, very rare (requires attunement)

While attuned to this ring, you have resistance to necrotic damage and as a reaction can expend your inspiration to convert any damage you take into necrotic damage for one minute.

Curse. This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or you attune to it. Attuning to the ring curses you until you are targeted by the *remove curse* spell or similar magic; all attempts to remove the ring while attuned to it are futile short of severing the finger it was placed on, which breaks your attunement. While cursed, your skin begins to rot starting from your finger, giving you disadvantage on Charisma checks.

Rotting Touch. While you are cursed by the ring, you may cast *contagion* (save DC 17) once per day.

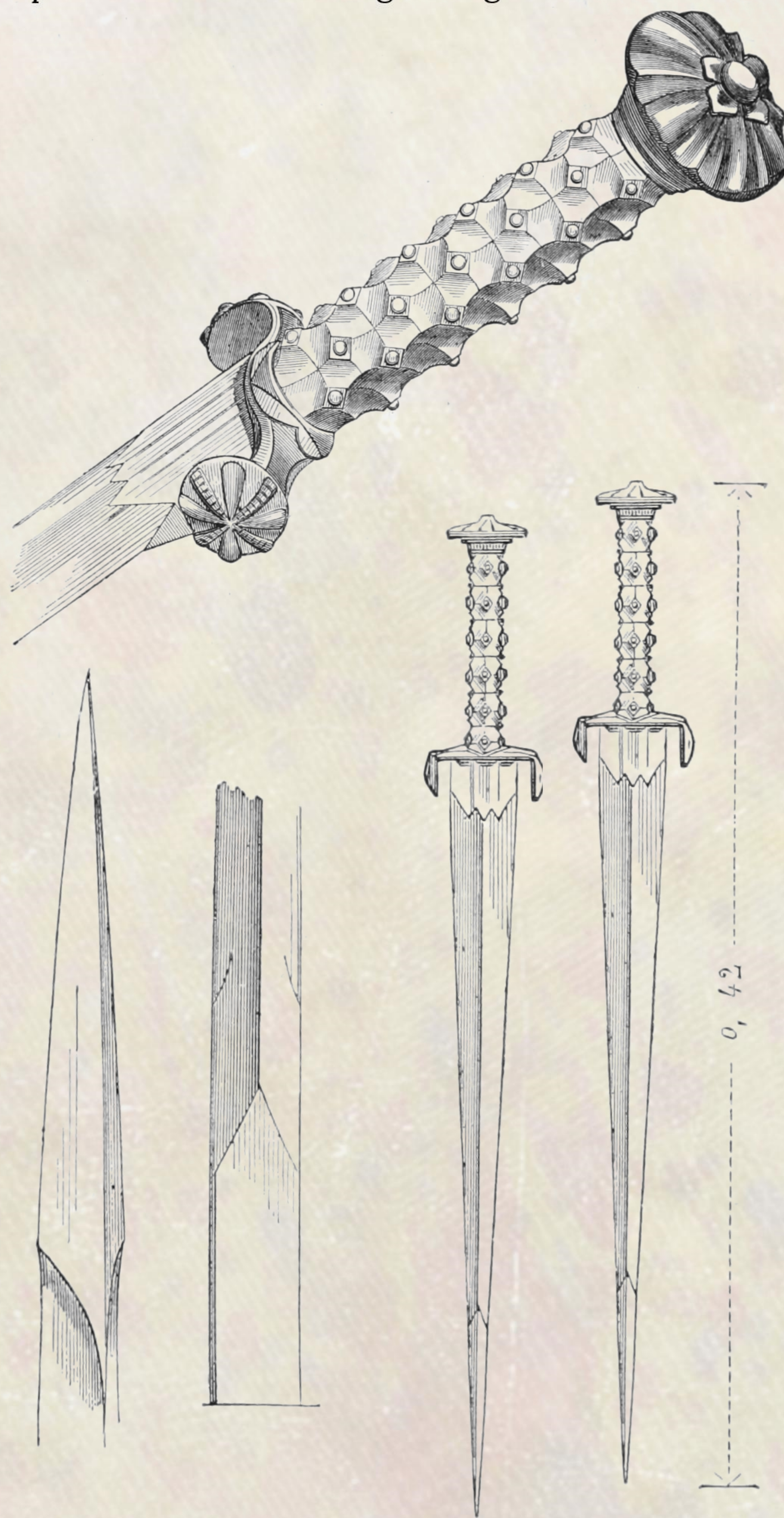


GEMINATE BLADES

Uncommon

Geminate blades are daggers forged in pairs from a single piece of enchanted iron. While holding a geminate blade you can speak its command word as an action to cause it to point towards its paired blade. If its paired blade is on another plane or obscured by a spell such as *sequester*, the dagger will spin erratically. If one dagger is destroyed, the other will shatter.

You can look into the polished surface of a geminate blade to see everything reflected in its paired blade as if looking through a window.



GRITHUND THE WORLDMAKER

Wondrous item, artifact (requires attunement)

The first of the stone giants awoke with Grithund the Worldmaker in his grasp. He used this mighty hammer to forge the rest of his kind from rock and soil. With it he shaped the mountains and halls of their ancestral homelands.

Grithund the Worldmaker is a magic maul that grants +3 bonus to attack and damage rolls made with it. It deals 3d6 bludgeoning damage. Attacks made with this maul against nonmagical objects that aren't being worn or carried ignore the object's AC and are always critical hits.

Heart of Stone. While attuned to the maul, you take on aspects of the stone giants. Your skin takes on the texture and appearance of stone, and you gain resistance to non-magical bludgeoning, piercing, and slashing damage. You double in size in all dimensions and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. You also have advantage on Strength checks and Strength saving throws.

If your attunement to the maul ends you must succeed on a DC 20 Constitution saving throw. On a failed save, you are immediately petrified until freed by a *greater restoration* spell or other magic.

Worldbreaker. Once attuned to the maul, you can use your action to cast *shatter* as a 2nd level spell (save DC 20). You may expend your inspiration to cast *shatter* as a 9th level spell instead.

Earthquake. If you are holding the maul, you can use your action to cast the *earthquake* spell. You can't use this property again until next dawn.

Worldmaker. You can use your action to cast *stone shape* or *move earth* at will without expending a spell slot. Your concentration for the *move earth* ability cannot be broken as long as you are attuned to the maul.

Destroying the Maul. Grithund the Worldmaker can only be destroyed by hurling it into the churning Elemental Chaos at the heart of the Elemental Plane.

SEED OF THE PALE OAK

Wondrous item, legendary (requires attunement)

You can use an action to attune to the seed by planting it in rich soil. The seed rapidly grows into a mature tree over the course of a week. Once planted, the tree cannot be moved, and your attunement to the tree cannot be broken by distance. If you die while attuned to the seed, your soul returns to the tree, and at any time within a week of your death you may choose to be reincarnated amid the roots of the tree, as if the spell *reincarnate* had been cast.

Any items that you were holding when you died are left on the ground where you died. Your previous body crumbles into rich soil, enriching plants as it mixes into the ground. This acts as if the spell *plant growth* had been cast centered on your corpse for the full 8 hour cast time.

If you ever willingly commit an affront to nature, your tree withers and dies, releasing a single seed to the wind.

