

VISIONS OF THE VAULT

VOLUME II



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FLAGSTONE BULWARK

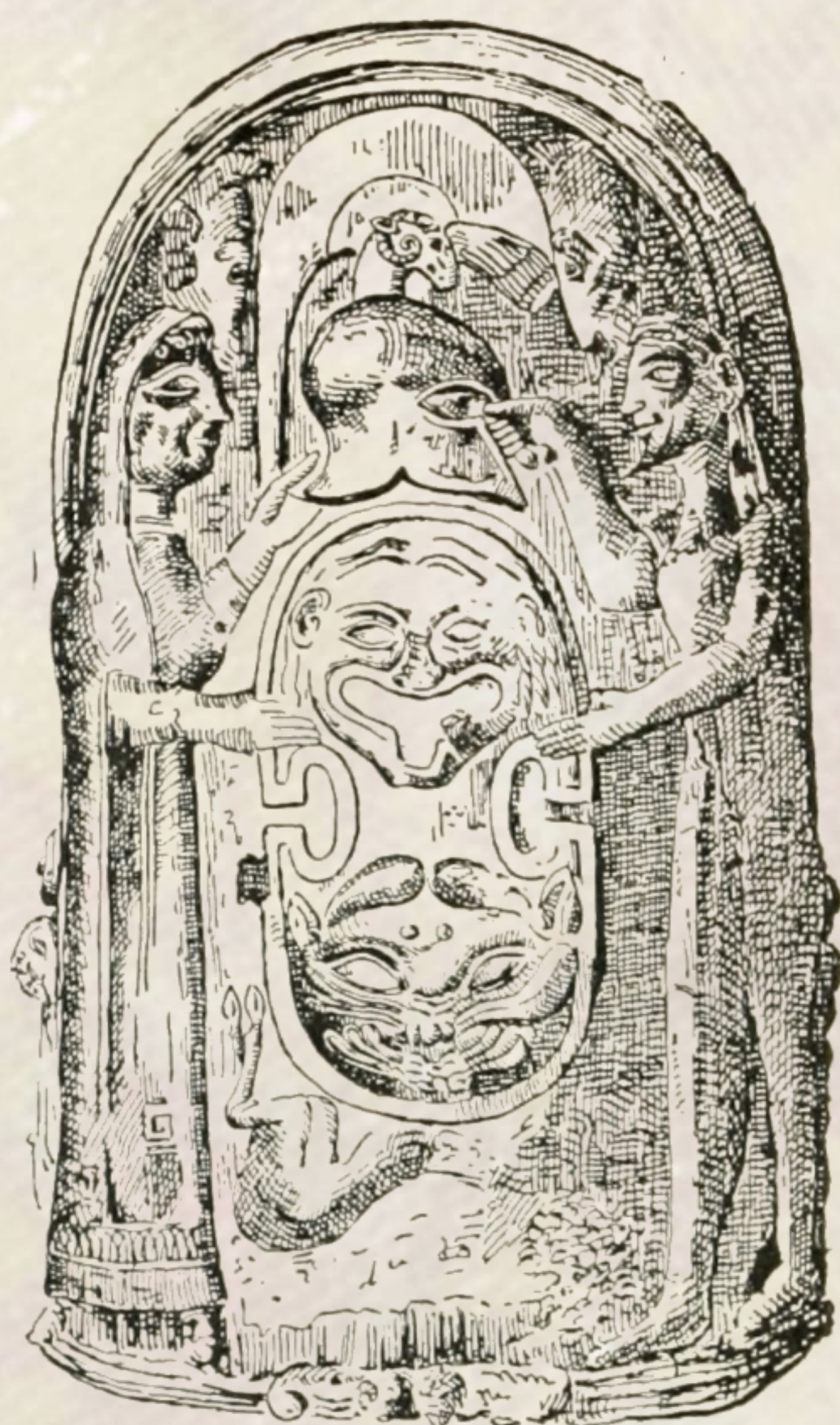
Armor (shield), legendary (requires attunement)

This shield is fashioned from an immense flat stone pried from the ruins of the great walls of the lost city of Akriot. These fragments of its crumbled outer wall are much sought after for the power of their protective runes which once warded the city. It requires 16 strength to hold the shield.

The stone shield is carved with worn runes, a list of names of the mighty heroes who defended the city in ages past. To attune to the shield you must read the list of names on the shield's face and carve your own name onto the list. As you attune to the shield you gain knowledge of the heroes of the city as if *legend lore* had been cast for each name.

Warding Runes. While holding this shield you can use a reaction to expend 1 charge to cast *shield*. The shield has 4 charges and regains 1d4 charges daily at dawn.

Akriot's Wall. Once per day, you may use an action to plant the shield on the ground, expending all remaining charges to cast *wall of stone*, originating from the shield. Maintaining the wall does not require concentration, and lasts until you lift the shield.



CANE OF PRISMS

Staff, rare (requires attunement)

Attuning to this cane requires bathing it in direct sunlight for one hour. While you are attuned to this heavy crystal cane you can cast *Color Spray*, *Hypnotic Pattern*, *Prismatic Spray*, and *Prismatic Wall*, by spending a spell slot of the spell's level or higher. You use your highest spell save DC for these spells.

BRACERS OF THE GOAT

Wondrous item, very rare (requires attunement)

One third of a fabled set of jewelry, these polished brass bracers are warm to the touch. Once placed on your wrists, they are impossible to remove while you remain conscious.

While attuned to these bracers, you gain the following benefits:

- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier + your Constitution modifier.
- As an action you can sense the precise location of the any being attuned to of the *Band of the Dragon* or the *Torc of the Lion*.
- You gain the flaw: "I have a vicious stubborn streak and must fight to the death"

Horns of the Goat. Once per day as a reaction you can channel the power of the goat. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to take no damage from the attack and push your attacker up to 80 feet away from you.

TORC OF THE LION

Wondrous item, Very Rare (requires attunement)

One third of a fabled set of jewelry, this bronze torc is known by its unnatural red hue. Its legend is stained with the promise of violence.

While attuned this torc, you gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet, your eyes gaining a feline appearance.
- As an action you can sense the precise location of the any being attuned to of the *Band of the Dragon* or the *Bracers of the Goat*.
- You gain the flaw: “I must hunt and kill powerful creatures threatening my territory”

Roar of the Lion. Once per day as an action you can emit a terrible roar. When you do, each creature within 500 feet of you that can hear your roar must make a DC 18 Wisdom saving throw. Each creature that fails their save is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



BAND OF THE DRAGON

Wondrous item, Very Rare (requires attunement)

One third of a fabled set of jewelry, this ornate gold ring has been the property of countless tyrants, warlords, and thieves.

While attuned to the ring, you gain the following benefits:

- You gain the ability to speak, read, and write Draconic with elegant fluency.
- As an action you can sense the precise location of the any being attuned to of the *Bracers of the Goat* or the *Torc of the Lion*
- You gain the flaw: “I must raid and plunder to accumulate a great treasure hoard”

Breath of the Dragon. Once per day as a bonus action you may have the ring exhale fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking (7d8) fire damage on a failed save, or half as much damage on a successful one.

The Chimera's Desire. A creature attuned to the *Torc of the Lion*, *Bracers of the Goat*, and *Band of the Dragon* can spend their inspiration to transform into a Chimera as an action, just as a druid takes on a beast shape when they Wild Shape. You can stay in this form for a number of hours equal to half your level (rounded down).



DEEPWOOD MOSS

Uncommon

This useful plant grows solely in places steeped in nature's magic, at the feet of trees with the potential to eventually awaken into treants. It is highly sought after by both druid circles and rural communities alike for its reputation as one of nature's gifts.

Gathering Deepwoods Moss from the wild requires a successful DC 12 Survival or Nature check to gather 2d4 clumps of the moss. On a failed check, only 1d4 clumps can be gathered. Gathered moss lasts indefinitely, pulling moisture from the air.

If clutched in your hand it can be used as a Druidic Focus.

When placed in cold water it glows as if the spell *Dancing Lights* was cast on it.

If dissolved in your mouth it restores 1d4 hit points immediately.

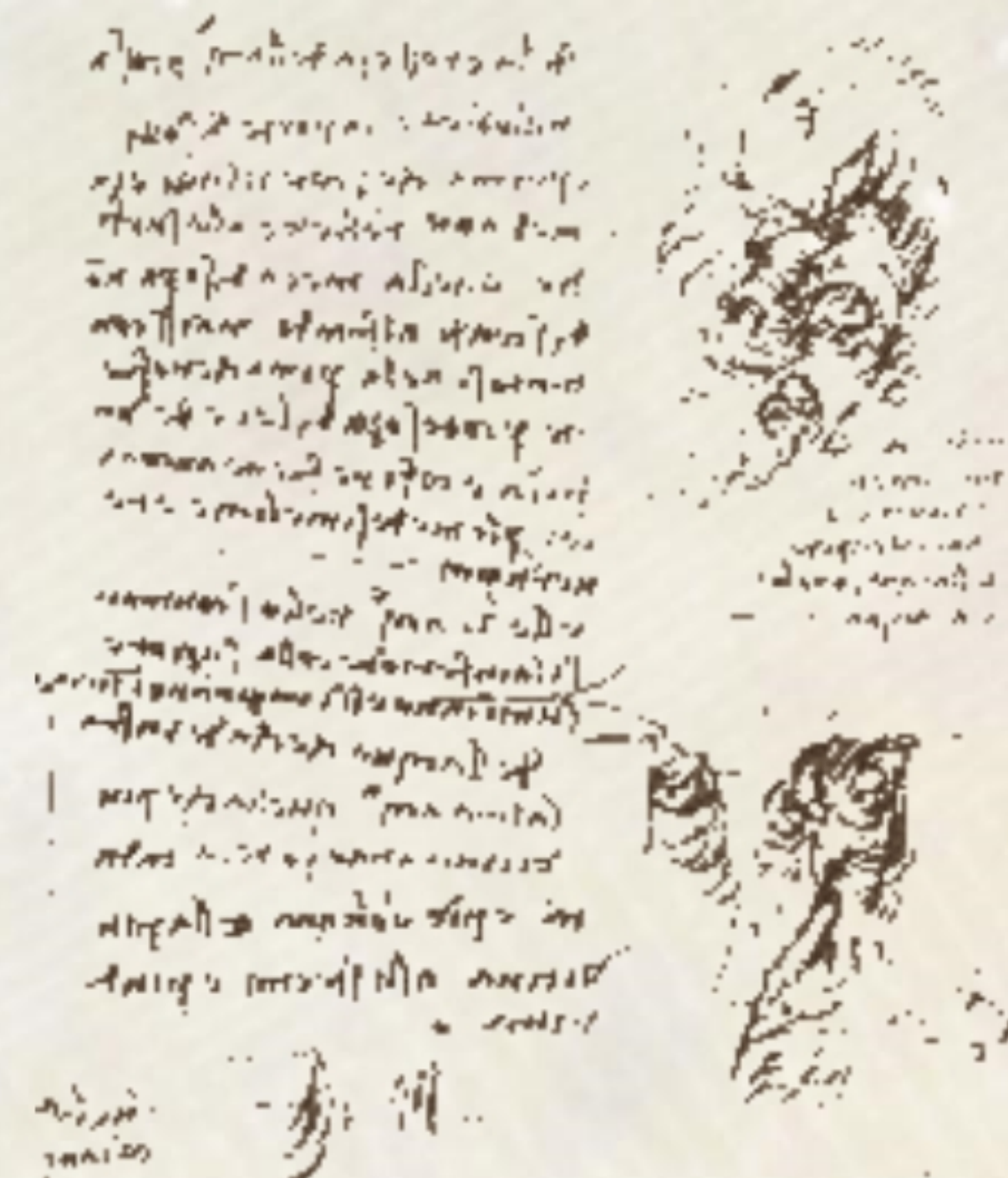
If brewed into a basic tea over 30 minutes it restores 2d4+2 hit points when drunk. Makes one serving per clump used.

If prepared (DC 12) using the Cook's utensils it creates two servings of food that each heal 2d4+2 hit points.

If distilled (DC 12) using the Alchemist's supplies it yields two flasks of Alchemist's Fire that cannot burn plants.

If brewed (DC 12) using the Brewer's supplies it makes two servings of ale that when drunk induce a restful 8 hour sleep that will remove all diseases and poisons affecting the imbiber if they are left undisturbed in a natural setting for the full duration of their slumber.

If burnt, the smoke trailing off a clump of Deepwoods Moss will always travel south, regardless of the wind. Creatures that inhale any amount of this smoke become closer with nature. Treat creatures that inhale the smoke as if *Speak with Plants* were cast upon them. One clump of moss burns to completion after giving off 10 minutes of smoke.



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