

# VISIONS OF THE VAULT

## VOLUME III





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Published by ARCANA GAMES



## THE TRANSGRESSIONS OF AKRIOT

Wondrous item (book), uncommon (requires attunement)

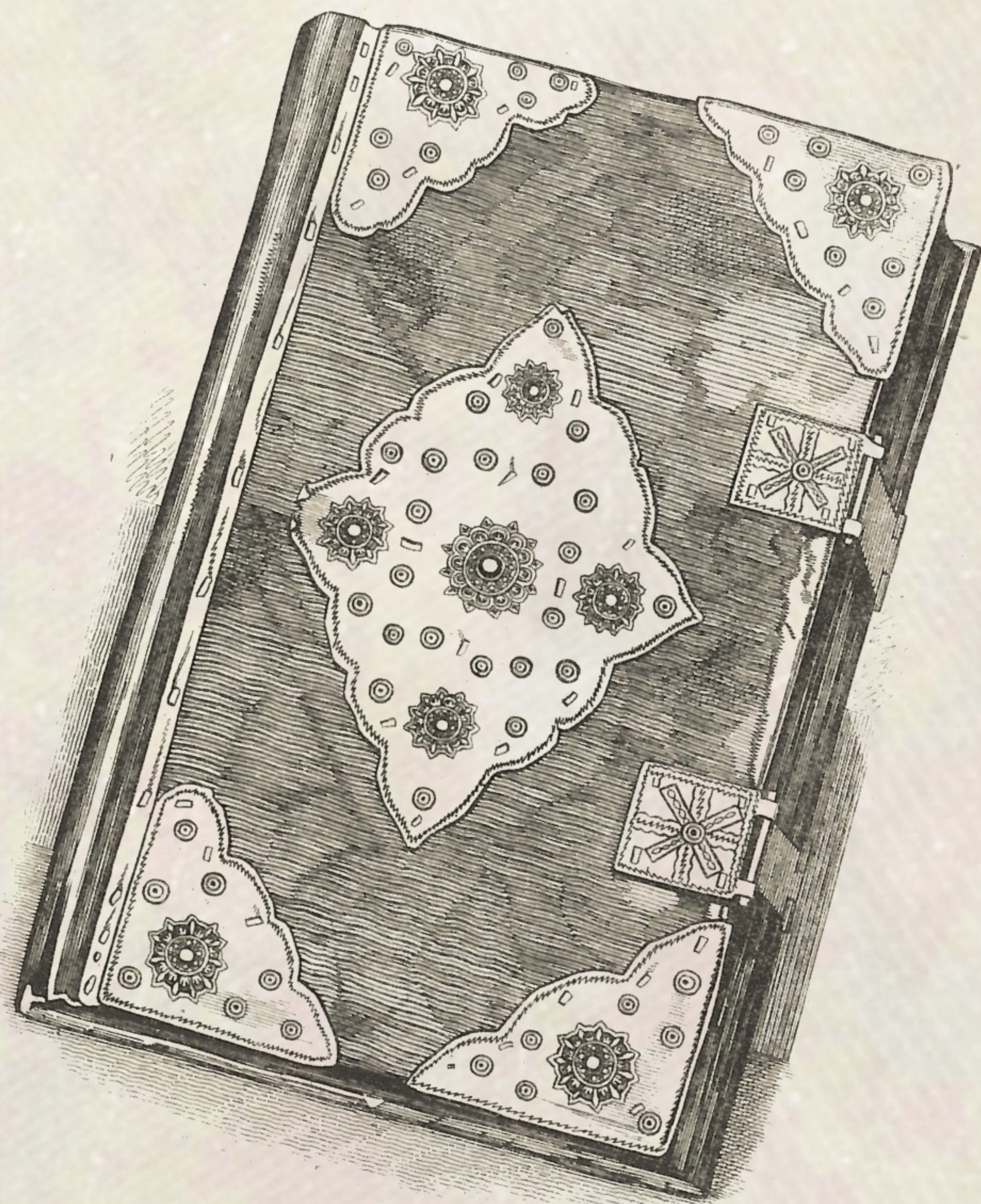
This heretical text was written by the ancient clerics of lost Akriot. Few copies survived the fall, but it has since been translated many times into many tongues.

A cleric who attunes to this blasphemous tome by reading it over the course of a long rest, gains new insights into the god of their chosen domain. Based on their domain, they gain a new domain spell.

Attuning to the book yields you a new flaw:  
“I have found the true path, others who follow my god are misguided”

### The Transgressions

Domain	Domain Spells
Knowledge	<i>hunger of hadar</i>
Life	<i>aura of life</i>
Light	<i>haste</i>
Nature	<i>conjure animals</i>
Tempest	<i>lightning bolt</i>
Trickery	<i>major image</i>
War	<i>blinding smite</i>



## SPELL-EATING JAR

Wondrous item, very rare (requires attunement)

This strange vessel's painted eyes seem to follow spellcasters around the room. The inside of the jar's mouth radiates a strong aura of abjuration magic.

When you would take acid, cold, fire, lightning, poison, or thunder damage from a spell, if you have a free hand and the jar is empty, you can instead use your reaction to take no damage from that spell by feeding it to the jar. The jar is only able to hold one spell at a time.

As an action you can eject the contents of the jar from its mouth, casting *chromatic orb* at the level of the spell that was eaten and using the damage type that it would have dealt. You can use any one of your spell attack modifiers when you cast *chromatic orb* through the jar. If you do not have a spell attack modifier, use your proficiency bonus instead.





## SCREAMING MAIDEN

Weapon (mace), legendary (requires attunement by a creature of evil alignment)

This item's outside appearance is that of a pretty young girl carved out of obsidian. When angered or raised in battle, however, the head of the mace twists into a hideous visage, the girl opening up her fanged maw wide with hunger and blood lust.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

**Sentience.** The *Screaming Maiden* is a sentient neutral evil weapon with an Intelligence of 16, a Wisdom of 12, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet, and can share these senses with its wielder, rendering him effectively immune to being blinded or deafened.

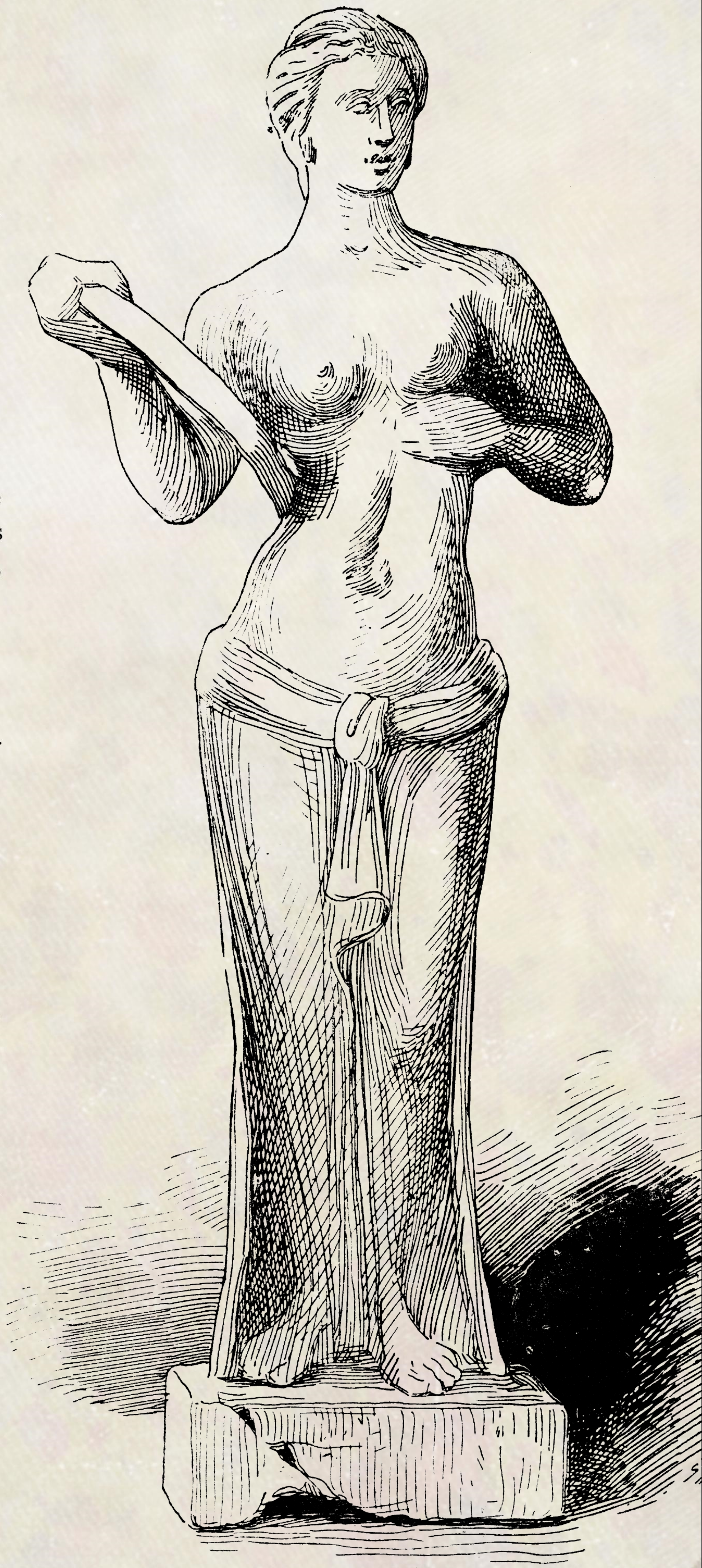
In addition to Abyssal and Infernal, this weapon understands all the languages you know. It communicates by transmitting emotion to the creature carrying or wielding it.

**Biting Cold.** A creature that takes 36 or more damage more from the *Screaming Maiden* during a single turn is stunned until the end of your next turn.

**Scream of the Maiden.** The *Screaming Maiden* can cast cone of cold. It decides when to cast the spell, and at what level to cast the spell, but might do so when asked as an action on your turn.

**Personality.** The *Screaming Maiden* is characterized by its insatiable hunger for human blood. It grows visibly happier the more blood it consumes, and the more frequently it feeds. If the mace goes three days or more without drinking the blood of a human, a conflict between it and its wielder occurs at the next sunset.

**The *Screaming Maiden* first appeared in *Canticle*, by R.A. Salvatore.**



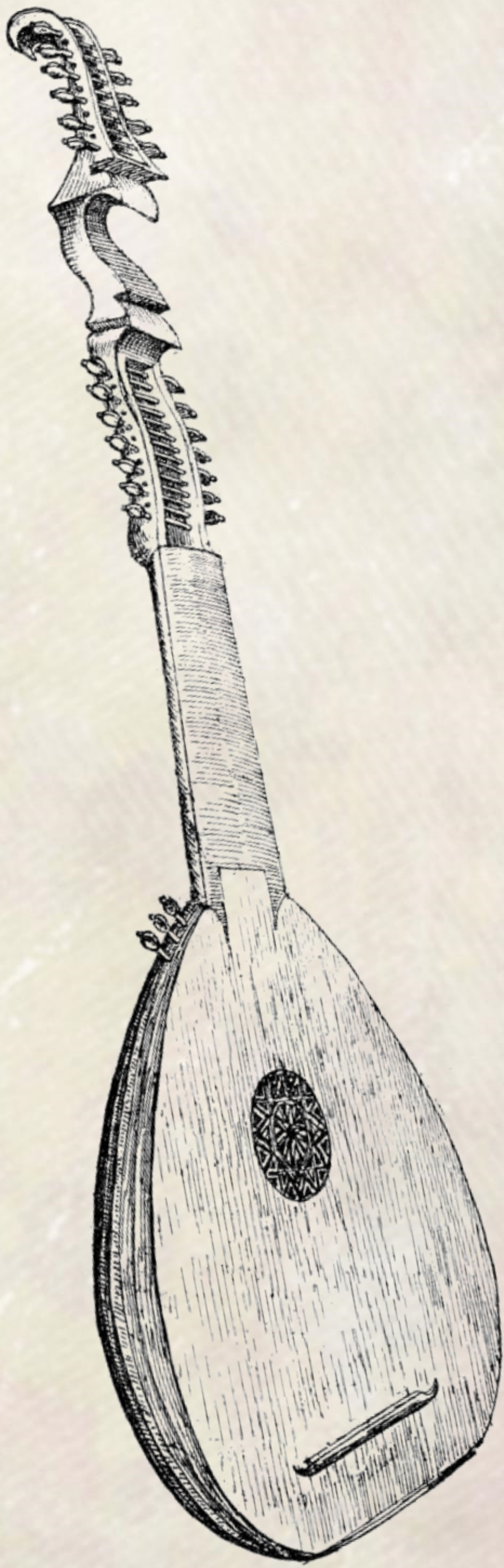


## SILVER INSTRUMENT

Wondrous item (instrument, any), uncommon

These instruments are wrought from elvish silver and etched with a spiraling pattern of swirling runes.

Once per short rest, a character may attempt to play the instrument by making a performance check DC 15. If they succeed, they may copy a spell of 8<sup>th</sup> level or lower known by any character within earshot. Until your next rest, you may cast this spell as if you knew it.



## SOULBIND COLLARS

Wondrous item, uncommon (requires attunement)

A magical set of linked collars, used to tether two kindred creatures.

You and a familiar or animal companion must attune to a pair of collars at the same time. Once attuned, you may use your action to switch places with your familiar or animal companion also wearing a soulbind collar, as long as you both are in the same plane of existence.

